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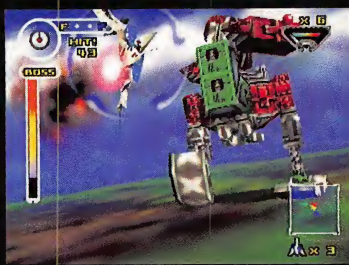
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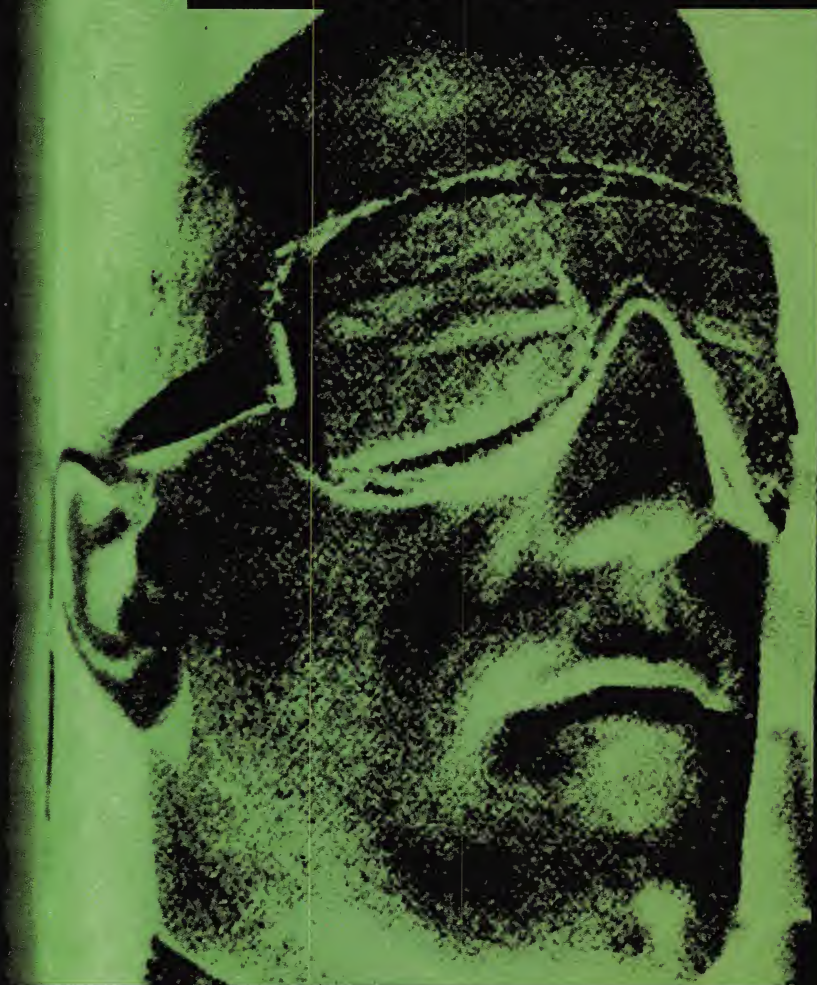


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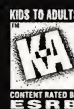


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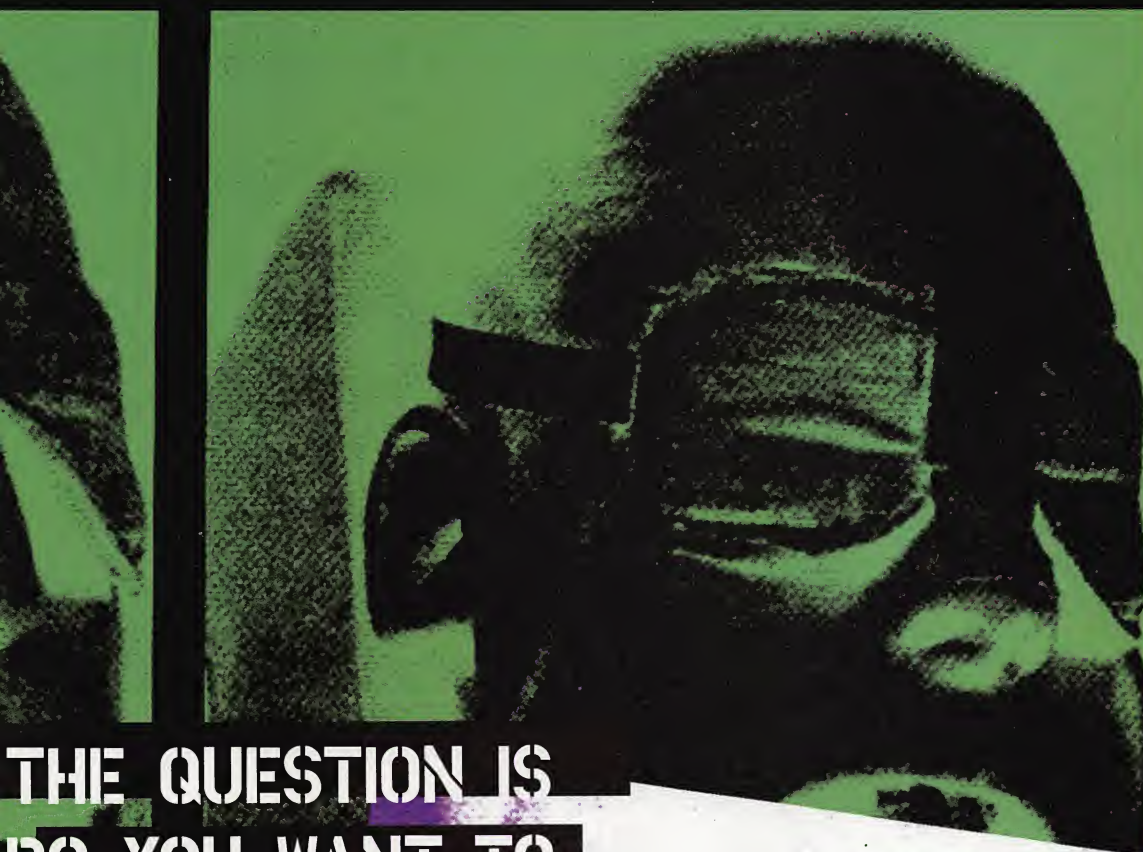
SUBJECT ENTERS HYPER-REALITY
OF THIRD DIMENSION



SUBJECT INTERACTS IN REAL
TIME WITH FELLOW PILOTS



SUBJECT PERSPECTIVE CHANGES
FROM VICTOR TO VICTIM



THE QUESTION IS
DO YOU WANT TO



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Welcome to the second issue of MegaFan, the sister publication of GameFan. A lot of changes have occurred since the magazine's inception as a whole new team of staff toiled ceaselessly to provide the video game player with the very best strategy, tricks, codes and secrets for the latest video games. You'll instantly spot that MegaFan is now full-sized, with sections that are easy to access, but the main difference between MegaFan and, er, other video game strategy publications is the fanatical care and attention to detail taken to ensure your utmost and continued enjoyment of video games.

First of all, you won't find reviews or previews placed in MegaFan to fill up the pages. This is the job of GameFan; MegaFan simply picks the cream of the current crop of video games (meaning every game featured in this issue is an essential purchase), and delves into the title to uncover everything the title has to offer. There's no searching the internet for FAQs to copy word for word either; every guide is created wholly by the staff for your personal enjoyment. And of course, everything is double-checked to ensure the strategies presented are actually correct...

In order for this to happen, MegaFan relies on the talents of a core team of

the very best gamers in the business. This assembled team of video-game junkies and freaks comprises Team MegaFan; whose mutated visages are displayed along the bottom of this page. Also, as you'd expect for a magazine that shares office space with GameFan, the screenshots that accompany our guides are simply second-to-none. Our main objective is to show precise shots at the very best screen resolution (something GameFan has always prided itself in); check this issue and you'll see what I mean. The result? Great gaming value, and more strategy for your money.

Finally, I'd like to finish my hard-sell by stating our mission objective: MegaFan is here to provide you with strategy guides to the games you play. So e-mail or write to us; tell us what you think and inform us to construct strategy for your favorite games; after all, the magazine is for you. This is a video game magazine made by gamers for gamers with the most detailed strategies and help you'll ever see. We hope you enjoy the issue, and we'll see you next time.

MegaFan: The game has only just begun...

David S J Hodgson
(Editor-in-Chief)

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A METROPOLIS PUBLICATION

MegaFan (ISSN#: 1092-7212) Volume 1 Issue 2 June/July 1997. Published bi-monthly by Metropolis Publications, Inc. 5670 Wilshire Boulevard, Suite 1240, Los Angeles, California 90036. One Year subscription (6 issues) is \$12.99. Foreign and Canada add \$10 per year. Please remit in U.S. funds only. Please allow 60 days for your first issue. Periodical Postage Rates Paid at Los Angeles, CA and at additional mailing offices. POSTMASTER: Send change of address form to: MegaFan, P.O. Box 469084, Escondido, Ca. 92046-9084.

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Meet Team MegaFan! From left to right: Knightmare, 2•Skoopz, L.A. Akira, DanGOhead, The Spud, Prince Ratt, Sergeant. H.Core, Waka, Chief Hambleton, Pauly, Blinky and Socrates.

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N64



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MEGAFAN

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Tekken 3

Namco come out fighting with the best Tekken ever! Even more Rave War with a full moves list for five characters and in-depth training! Learn your fighting arts before the PlayStation version hits!

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You want the most up-to-date codes anywhere? Check these out!



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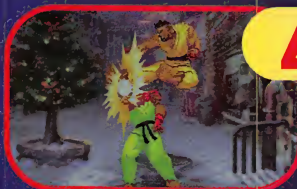
Square's masterpiece of honorable fighting receives a complete moves list!



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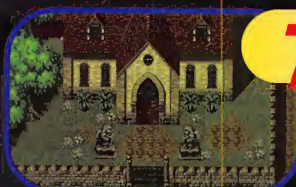
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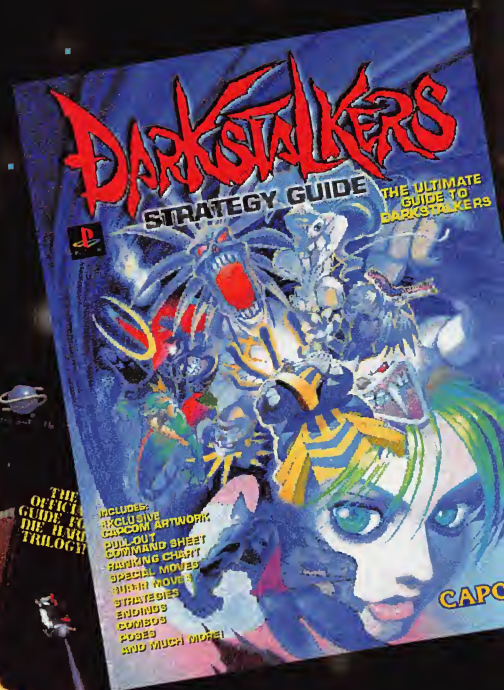
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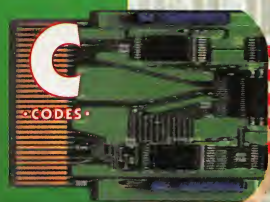
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SONY PLAYSTATION

TOUKON RETSUDEN 2 (IMPORT)

8 Extra Players

Well, it looks like these wrestlers are following the *Tekken* trend of revealing more characters after beating the game. Leave all options default, except the second option from the top (press left twice). Now choose one of the characters listed and finish the Burning Spirits (fight all 18 wrestlers) to receive hidden character. - **Derrick Kotel, MI**

SPACE JAM

Cheat Menu

At the Options Screen, press and hold L1, L2, R1, R2, and press X. A full cheat menu will appear altering gravity, monster size, Toon size, and court size. - **Robert Garcia, TX**

SUIKODEN

Begin with free Prosperity and Fortune Rune

At the very start of the game, go out of the house before meeting Ted, buy supplies, and save. Go out of the town and fight enemies. Gain enough experience (at least level 10). Visit villages to buy armor and sharpen your weapons. Then head to Mt. Tigerwolf. Go through Mt. Tigerwolf until you find the village past it and talk to the villagers. One of the villagers will give you the fortune rune. To get the prosperity rune, do the same as above, but take Ted (make sure you don't go into your room). You can get only one or the other (you cannot get both prosperity and fortune rune). - **Chad Oh, British Columbia, Canada**



BATTLE ARENA TOSHINDEN 3 (IMPORT)

Random Select



At the player select screen, hold R1, R2, L1, and L2 and press any button. - **Edward Chow, British Columbia, Canada**

NEED FOR SPEED 2

Track Codes
Secret cars

Track Codes:
LDKMDT - Proving Grounds,
GRDWPG - Outback,
HTYSBG - North Country,
WGVLQG - Pacific Spirit,
BRQQQG - Mediterranean,
LILZIP - Mystic Peaks,
SHOTM - Monolithic Studios
Secret Car: Beating tournament mode earns you the Ford Indigo Proto.

- **Craig Iseman, U.S. Army, Germany**



RALLY CROSS

Codes

Having trouble flipping your car over fast enough? Feels like your car weighs like nothing? Enter a new season, and type the following:
banzai - invincible to CPU cars
feather- light cars
fat tires - wider tires
float - low gravity
no wheels - wheels disappear
spinner - lowers tire friction
wheels - no chassis
vet me- rookie season complete
stone- heavy cars
im a pro - veteran season complete
weeoo - all seasons complete
Game Shark Code; unlocks all cars and tracks - 800564560106 - **Chris Simpkins, WI**



MACHINE HEAD

Codes



Enter the following codes at the main menu screen:
Level Select: L1, O, L1, L1, L1, O, O, O, O, L1, L1, O, O, L1, O, L1, O, O, O, O.

Infinite ammunition: O, O, O, O, L1, O, L1, L1, O, L1, O, L1, L1, O, L1, O, L1, L1, O, L1, O, L1, L1, L1, L1.

Infinite energy: O, L1, L1, L1, O, L1, O, O, L1, O, O, O, L1, L1, L1, L1, L1.

Ending Sequence code: 6H9DAQJ2F

- **Derek Obi, KY**

DESTRUCTION DERBY 2

Codes

Type MACSrPOO then immediately start a new practice. All tracks should be accessible.

Game Shark Codes:

Always finish first -	8009568E 0001
Always have 500 race points -	80095692 01F4
No damage-	8008A344 0000
	8008A34C 0000
	8008A368 0000
	8008A354 0000
	8008A360 0000
	8008A358 0000
Unlock seven tracks -	80079758 0007
Unlock the derby bowls -	8007975C 0004

- **Ryan Dillingham - ME**

FINAL FANTASY VII (IMPORT)

Chocobo Breeding

To get a Mountain/Shore Chocobo, go to the Golden Saucer Area and feed the Chocobo a Yarabu Seed (phonetically spelled). To get the Super Chocobo, you must breed a Mountain Chocobo with a Mountain or Shore Chocobo at the stables. To get the Ultra Chocobo, you have a choice of either;
1) Feeding a Chocobo from the Icicle Area a Zeio Seed (phonetically spelled) or, 2) Breeding a Super Chocobo with a Chocobo from the Icicle Area.

- **Nathan Flood, WY**



FINAL FANTASY VII (IMPORT)

Super 777 Fever

This strange code only occurs after a character reaches a maximum of 7777 hit points. The character will be in a "berserk" type mode during which the character will attack continuously until all enemies are killed, each of his hits will take more than 9999 hit points of damage and no other character will be able to attack before he/she does. After the battle, the character's hit points will be at 1/7777, so cure him/her and you will have the fever for the next match. Of course, this "Super 7 fever" lasts as long as the character has a max of 7777 hit points.

- Paul Hawxhurst, WA

FINAL FANTASY VII (IMPORT)

Game Shark Codes

Infinite Cure 100 HP - 8009B378 9000

Infinite Money - 8009B9F8 FFFF

Infinite HP Hero - 800F84A4 7000

Infinite MP Hero - 800F84A0 03E7

- Carlos Wilson, KY

VANDAL HEARTS

Special class for Ash

There is one Toroah key in every act, and for some there are special items you will need to get to acquire them. Each Toroah Key is linked to a prism, and if you get all six prisms, Ash can be advanced to Vandalier. - Mike Greene, MI

PORSCHE CHALLENGE

Secret Options

These codes are to be done on the screen that shows the options and number of players:

Long tracks - select + up, select + down, start, select

Car jumps - square, circle, square

Invisible Car - square+circle, L2+R2, square+circle, L1+R1, square+circle

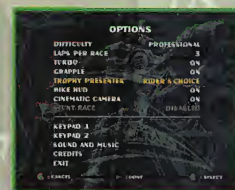
Mad Race - up, up+select, left, left+select, right, right+select (note: make sure that player 1 is highlighted blue)

- Johannes Hekkannen, Haukipudas, Finland

JET MOTO

Open all tracks

At the title screen, go to Options and set difficulty to AMATEUR and the trophy presenter to Male. Now go back to the title screen and press Up, Right, Down, Left, Up, Right, Down, Left. Now go to the options screen again and put the difficulty to PROFESSIONAL and the trophy presenter to RIDER'S CHOICE. Go to the title screen again and this time press Up, Left, Down, Right, Up, Left, Down Right on the D-Pad. You should hear a "chick-ching" if done correctly. - Marcus Bynum, MD



MEGA MAN 8

Extra Lives

To get extra lives, simply go to Clown Man's Stage. Once there, you will see a clown statue with its mouth open. Use your Mega Ball (you get this in the beginning of the game) and kick it in the mouth of the clown. You should hear a sound and a 1-UP should appear. You can do this up to 9 times once you get the Exit Part from the lab (4 bolts) and after you defeat Clown Man.

- Reyner Wycoco, Ontario, Canada



NEED FOR SPEED 2

Secret cars & more

Entering these passwords will allow you to automatically use some secret and very weird vehicles (and er, items) to race:

CITME - Citroen
JEPME - Jeep Truck
VOVME - Volvo wagon
LIMOME - limo
VANME - Volkswagen Van
WAGOME - Covered wagon
CRATME - crate
OUTHME - outhouse
LCME - Land Cruiser (Sport Utility)
BNZME - Mercedes
BUSME - bus
TRAMME - Tram car
BUGME - VW Bug

SEMIME - Semi truck
ARMYME - Army APV
BEETME - old Saab
SNOWME - Snow truck
QUATME - American car
MAZME - mazda miata
LOGME - Log
TREXME - T-rex

Enter this code at the password screen to have a quicker acceleration:

POWRUP - Pioneer engine type

- Paul Schultz, WI



NINTENDO 64

INTERNATIONAL SUPER STAR SOCCER 64

Big Heads
Special Teams

Big Heads: At the title screen, press C-Up, C-Up, C-Dwon, C-Down, C-Left, C-Right, C-Left, C-Right, B, A then hold Z and press Start

Extra Teams: at the title screen, press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A, then hold Z and press Start.

- Zach Good, OH



LOOK OUT

DOOM 64

Cheat Menu
Death Messages
Final Stage

Cheat Menu: Enter the password “?TJL BDFW BFGV JVB”. Start up game, and select “Features”. You can now choose from a list of cheats.

Weird Death Messages: After you die, don't press any buttons. Messages will subsequently appear stating utter nonsense.

Here's the password for the final stage, “The Absolution”: “W99N DNQJ ZBNO WWLB”

- Zach Good



BLAST CORPS

Extra Courses
Ghost Car
Turbo Start

Extra Courses: Complete every mission successfully, and find all six scientists.

Ghost Car: On any racing level, finish the race, then re-enter the level with a different vehicle and you will race against your previous car.

Turbo Start: On any racing level, press the accelerate button as soon as the last light turns green for a turbo start. **- Zach Good, OH**



WAVE RACE 64

Extra Stunt Points

While in stunt mode, perform any stunt and press pause. While paused, the announcer should state one of his sayings. Then, when you unpauses the game, your stunt points should not appear on the screen; if this happens, you did the trick correctly. When you finish the race, you are awarded in excess amount of points. **- David Schiffer, NY**



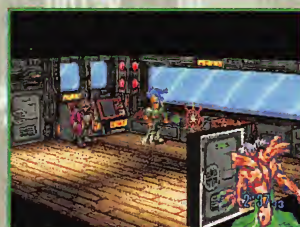
SEGA SATURN

DARK SAVIOR

Hidden Game

Remember that big box-like shape in the middle of one of the rooms in the ship? Start game in Parallel 3 (look in our Dark Savior section on how to get to Parallel 3) and go back to the room with a game machine.

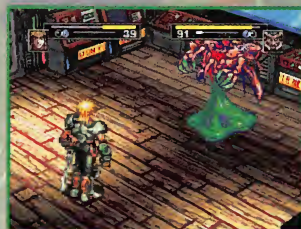
You can now play the game called Love-Love Mini Racer. **- Anderson Cook, MS**



DARK SAVIOR

Secret Attack

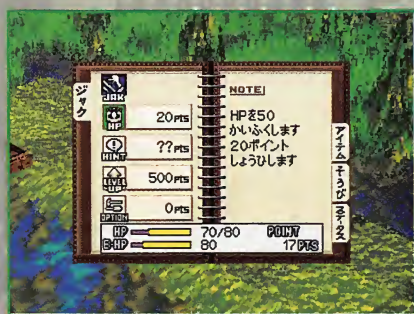
Having a hard time beating Bilan? Having a hard time getting behind him? Why bother, just turn yourself around. When Bilan approaches, give him a good back kick. A back kick will dramatically drain Bilan, just as much as if you were to hit him from behind. - **DanGohead**



DARK SAVIOR

Bounty Points galore

Here's a code to get so many bounty points that you'll never be able to use them in a whole lifetime. For this trick to work, you need to be slightly damaged, and have between 16 and 19 bounty points. This requires you to fall off areas so that you spend bounty points having Jack rescue you and having enough bounty points by defeating enemies. Now, when you have 16 through 19 bounty points and your health meter is not full, go to your bounty handbook and heal yourself. Despite the fact that it requires you to have 20 bounty points to have Jack heal you, Jack will still heal you. If you return back to the bounty handbook, you have an insane number of bounty points that you can use. - **DanGohead**



UNLEASHED
THIS
SEPTEMBER

JERSEY
DEVIL

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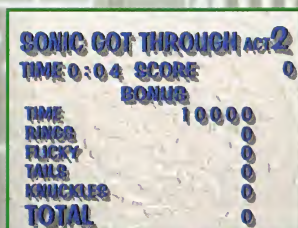
SONIC 3D BLAST

Ultimate Code

If you need help with this rather elementary game, at the title screen press and hold, Up, Left, A, and C and press Start. Start a game normally and, while paused, press one of the buttons to get the following:

- A - skip to next act
- C - Go to last level
- Y - Sonic Medal
- B - skip to next level
- X - extra life
- Z - all chaos emeralds

- Vi Reale, NY



MEGA MAN 8

See all animation

Feel like watching an anime? At the title screen, push cursor on Bonus Mode. Hold buttons L and R and press Start. Now at the bottom of the screen there is an animation mode where you can see all the anime in the game. - Nathan Breaux

BUG TOO!

Invulnerability

Having problems with this insectoid platformer? Then try inputting R, right, A, L, Right, A, down, Y once you've started and paused the game.

- Michael Novick, NY

COMMAND & CONQUER

Codes and Mission Passwords

Nuclear Missile, Ion Cannon, or Air Strike: At any time during the game, de-select your troops then press: A, B, C, L, D, R, U, L, D, R, U, then press A for the Nuke, B for the Ion Cannon, or C for the Air Strike.

Reveal Map: While playing, press U, D, R, L, A, U, D, R, L, A. All of the map should now be revealed.

Money Code: Press the following for a \$5,000 increase; R, L, A, B, C, Z, Y, X, R, L.

Laser Code: For this code to work, you must have the Orca. Instead of shooting missiles, it will shoot two red lasers. The code is X, Y, Z, R, D, L, U, R, D, L, U, X.

Build Up code: For this code to work, you must have a Power Plant and Barracks/Hand of NOD built. The code is Y, A, B, B, A, D, A, B, B, A, D, U.

Visceroid Code: Push C, R, A, Z, Y, B, U, B, B, A. This will let you build toxic labs so you can build the Visceroid.

CGI Level Passwords:

- 2) WW45744GD
- 3) OYHY8IUYL
- 4) I7DKOR825
- 5) WW44HWIA3
- 6) WWPFOV8VP
- 7) WWMVVNVXP
- 8) 6JGTNXL2
- 9) 33SLFSUO2
- 10) H75J2SVTK
- 11) ENXDYDIFP
- 12) 84ZWOTZ27
- 13) WWOHHS3BO
- 14) 4L29BWIDO
- 15) K8APUGMOX

NOD Level Passwords:

- 2) K8SYV8WJK
- 3) oGKU3ZLOB
- 4) CNZMEVFV1
- 5) K8SYEVZDH
- 6) KQ27865ol
- 7) QT9EBG2MB
- 8) KQWQ2EFDG
- 9) UVA3FWGEX
- 10) WW43E37YN
- 11) oGERC3ANJ
- 12) WWDU3KJNG
- 13) 61A7Bl2DW

- Alex Otmakhov, MA



Third time's a charm.
If you consider death charming.



- 10 all new arenas, and this time they're enclosed.
- 30 characters. 12 completely new, each armed with their own deadly weapon.
- Select from an unbelievable 30 frames per second or an even faster 60 frames per second.
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DAYTONA CCE

Hidden Cars/Animals

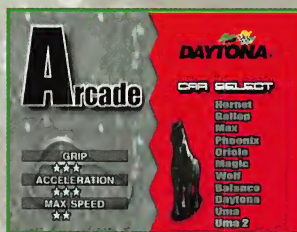
Ever wish you could climb into the Daytona car from the first Daytona? Better yet, how bout showing some real horse power? At the Main Menu (Arcade/Time-Attack), press and hold the following buttons, in the following order to get the secret... vehicles.

X+Y+Z+R - select with A-button for the original Daytona Car.

X+Z+L - select with A-button to get the horse named Uma.

X+Z+L+R - select A-button to get the horse known as Uma2.

*Note: codes must be done in this order for them to work. - Alex Otmakhov, MA



16

BUG TOO!

Cheat Menu

Laziness can get you somewhere sometimes... Start a game with any character and during the game, pause, and enter the following code for the cheat menu which enables level select, character select, sound test, and flying option: L, A, Z, Y, left, right, A, down, right. To access the flying option without going to the cheat menu, enter the following code while the game is paused: L, A, left, L, right, down, down. Now, unpause the game and press the X button to fly. - DanGOhead

FIGHTERS MEGAMIX

Hidden characters and More!

Play as the Palm Tree: Either of the following reveals the Palm Tree:

- 1) Play the game for 84 hours, then go to Kumachan and press Z. OR
- 2) Clear all the courses with five different characters. Play 1000 games, then play course "I". Kumachan turns into the palm tree.

Play as Niku (Meatloaf): To play as Niku, turn the Saturn on (with Megamix loaded) 30 times. This only needs to be done once. Now select Kumachan and press X.

Virtua Fighter 1 Shiba: Press X or Z when choosing Shiba to use a VF1-like version.

School Girl Honey: Beat down the school girl Honey. Then at the character select screen, move to Honey and press X or Z (X is red, and Z is blue).

Training Characters: Increase the number of "OK" counts for all characters in training mode (the total number should exceed 600).

More Options: Play more than 500 times for three more options in the "Options Plus" (Stage type, 1P/2P energy, and no damage).

Hyper Mode: Two ways to get Hyper Mode:

- 1) Choose Survival Mode, and finish the three difference time limit mode: 3 mins (with 2 wins), 7 mins (with 6 wins), and 15 mins (11 wins). OR
- 2) Defeat the computer with the default setting in team battle. Hyper mode will appear in Options Plus.

F-14 Fly-By: In 2P mode at BM stage, when the match starts and the round number appears, both players must press the X button at the same time for the F-14 to fly-by. - Alex Otmakhov, MA



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Game Console



An enhanced version of the popular 16 bit title - now impossible to find! *Ogre Battle: The March of the Black Queen* features improved graphics, additional musical scores, and we have even redone the spells to look even better than the original version!

Command your army through the Zenobian Empire and reclaim the continent! Along the way, recruit additional characters to join your quest. Once in control, will you hand over power to the rightful ruler or keep the continent for yourself?

Only you can decide!

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UNIQUE FEATURES

- COMMAND 75 DIFFERENT TYPES OF CHARACTERS!
- 13 POSSIBLE ENDINGS ENHANCE REPLAY VALUE.
- NON-LINEAR GAMEPLAY.
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"One of the All-time great Strategy/RPG's"
(PSExtreme)

"...Ogre Battle has Solid Seller emblazoned on it."
(Video Game Advisor—April, 1997)



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MEGA MAN 8

Boss Order

Here is the best order of defeating the bosses:

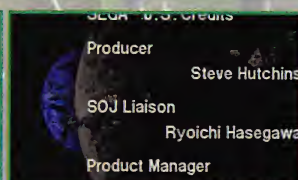
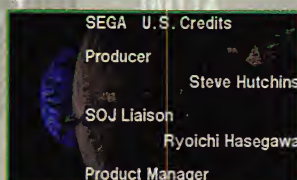
- First Boss - Mega Ball
- Tengu Man - Mega Buster (Charged)
- Clown Man - Tornado Hand
- Grenade Man - Thunder Claw
- Frost Man - Flash Bomb
- Astro Man - Homing Shields
- Search Man - Flame Sword
- Aqua Man - Astro Crush
- Sword Man - Water Balloon
- Green Bubble Man - Thunder Claw
- Duo - Flash Bomb
- Bass and Treble - Tornado Hold
- 1st Dr. Wily - Water Balloon
- 2nd Dr. Wily - Mega Buster (Charged)

- Jimmy Gray, WV

VIRTUAL ON

Rescue Ending

Lost in space after the ending? Need a ride? When the ending credits play and when you first see Earth, continuously 'roll' your D-pad with your thumb until you see a tiny shooting star-like object fly by Earth (should be when the U.S. SEGA credits roll by). A spaceship will pick you up and send you back to Earth. - DanGOhead

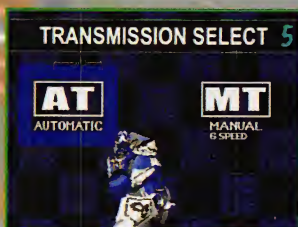


MANX TT

Superbikes!

Want to ride on the Super Sega Suzuki bike? Or perhaps a ride that's a bit more lively? When asked to select transmission AT/MT, press Up, Up, Down, Down, Left, Right, Z, Y and you'll be racing sheep. In Saturn mode, at the mode select screen press: Left flap + Right flap button + X + Y + Z at the same time to obtain all the super bikes.

- Mark Paoletti, WA



MISCELLANEOUS

FINAL FANTASY VII

Game Shark Codes

INFINITE GILL

8009B9F8:E0FF
8009B9FA:05F5

EXPERIENCE MAX

C01B1302:1040
801B1302:0000

AP MAX

D01B06D8:1021
801B06D8:FFFF
C01B06DA:0043
801B06DA:3442

MAX HP

C01B178A:1440
801B178A:0000

MAX MP

C01B1882:1440
801B1882:0000

TIME GAUGE SPEED UP

C00A3C52:1040
800A3C52:0000

LIMIT GAUGE POWER UP

D00ADDA4:0005
800A1474:00FF
D00ADDA4:0005
800A1476:3442

SAVE ANYWHERE

800239AA:3C04

STOP TIME

80011634:0000

PAGAN

BATTLE-HUNGRY MISTRESS OF THE BLACK
ARTS, HAS BIG APPETITE FOR POWER AND
DESTRUCTION. SEEKS SICK & TWISTED
LUNATICS FOR FLESH-RIPPING, BONE-
CRUSHING FIGHTS-TO-THE-DEATH. MUST HAVE
THE STAYING POWER FOR CONTINUOUS,
BRUTAL, PUNCH COMBINATIONS TO THE HEAD
AND TORSO. SUPERNATURAL POWERS AND
MESMERIZING CONTAINMENT SPELLS A MUST.
YOU WON'T FALL IN LOVE.
YOU'LL JUST FALL.



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TOBAL 2

Game Shark Codes

LIFE GAUGE MAX

80123E70:0100(1P)

801260B4:0100(2P)

ALL 185 CHARACTERS

80100D60:FFFF

80100D62:FFFF

80100D64:FFFF

80100D66:FFFF

80100D68:FFFF

80100D6A:FFFF

80100D6C:FFFF

80100D6E:FFFF

80100D70:FFFF

80100D72:FFFF

80100D74:FFFF

80100D76:FFFF

80100D78:FFFF

80100D7A:FFFF

80100D7C:FFFF

80100D7E:FFFF

80100D80:FFFF

80100D82:FFFF

80100D84:FFFF

80100D86:FFFF

80100D88:FFFF

80100D8A:FFFF

80100D8C:FFFF

80100D8E:0003

QUEST MODE:

NO FATIGUE

80038804:0000

HP GAUGE MAX

80123E70:0100

MAX MONEY

8012575C:869F

8012575E:0001

LEVEL MAX

801256D4:6363

801256D6:6363

801256D8:6363

801256DA:6363

MUTEKI

8012576C:0100

TETSUJIN

80125774:0100

- Waka

LOMAX IN LEMMINGLAND

Game Shark Codes

INFINITE LIVES

8006B854:0003

ALWAYS HAVE HELMET

8006B714:FFF

BLACK DAWN

Game Shark Codes

INFINITE MISSILES

8005FCF0:0064

INFINITE ROCKETS

8005FCF2:0064

INFINITE NAPALM

8005FCF4:03E7

INFINITE TAC

8005FCF6:03E7

DISRUPTOR

Game Shark Codes

INVINCIBLE

80077660:007D

AM BLASTER GUN

8007710C:0001

UNLIMITED PSIONIC

80077668:0064

CYCLONE GUN

80077110:0001

UNLIMITED 18MM

80056A94:0014

LOCK-ON CANNON

80077108:0001

UNLIMITED PHASE GUN

80056A98:0014

PHASE RIFLE

80077100:0001

UNLIMITED HIFREQ

80056A9C:0014

PHASE REPEATER

80077104:0001

UNLIMITED AM BLASTER

80056AA8:0014

PLASMA LANCE

80077118:0001

UNLIMITED LOCK-ON

80056AA0:0014

ZODIAC

80077114:0001

18MM AUTO GUN

800770FE:0001

ENABLE RAPID FIRE

80077680:0000



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We need to know who you are and what you're playing so we can better serve your specific needs. We'll enter each entry in to a drawing and give away a Nintendo64 with Super Mario 64 to the lucky winner. The winner's name will be published in a future issue of MegaFan. Xerox copies are of course welcome (to save the page).

Your Name _____ Age _____ Address _____
City _____ State _____ Zip _____ Male _____ Female _____

1. Which system(s) do you currently own?

Nintendo 64 _____ Saturn _____
PlayStation _____ Super NES _____
Genesis _____ GameBoy _____
GameGear _____ Other _____

10. Where do you buy most of your games?

Dept. Store _____ E. Boutique _____ Babbages _____
Software Etc. _____ Toys R Us _____ Sears _____
Toy Store _____ Mail Order _____ Other _____

2. Do you have regular access to a personal computer?

Yes _____ No _____

11. Where do you buy most of your magazines?

Software Store _____ Grocery/Drug Store _____
Book Store _____ Mini Mart _____
Newsstand _____ Subscription _____
Other _____

3. Approximately how many hours a week do you play?

Home Video Games _____
Arcade Video Games _____
Computer (PC) Games _____

4. Have you ever visited a video gaming website?

Yes _____ No _____

5. Have you ever visited www.gamefan.com?

Yes _____ No _____

6. How many games do you buy per year?

_____ Video Games _____ Computer Games

7. How many games do you rent per year?

_____ Video Games _____ Computer Games

8. Approximately how much do you spend on electronic entertainment each year? \$ _____

9. What are your favorite types of games?

(10=favorite, 1=least favorite)

Action _____ Action/RPG _____ Adventure _____ Driving _____ Music _____ Sports _____
Fighting _____ Platform _____ Puzzle _____ Simulation _____ Movies _____ Internet _____
Sports _____ Strategy _____ RPG _____ Other _____

12. How much time do you spend with each issue? _____ Hrs.

13. How many times per month do you refer to the issue? _____

14. Do you plan to buy the next issue? Yes _____ No _____

15. How many people look at your issue No. _____

16. Which other video game publications do you read?

Name: _____

17. My household income: (check closest answer/optional)

\$20,000-\$30,000 _____ \$30,000-\$40,000 _____
\$40,000-\$50,000 _____ \$50,000-\$60,000 _____
\$60,000-\$70,000 _____ \$70,000-over _____

18. What other activities do you enjoy?

Send completed Survey to: Reader Survey 5137 Clareton Drive, Suite 210, Agoura Hills, CA 91301 all entries must be received by August 31, 1997. For a complete list of rules and details send self addressed envelope to the address above. Void where prohibited by law.

STORYLINE



The King of Iron Fist Tournament 2 was ending, and a battle-scarred Jun commenced her final approach towards Kazuya, now the known source of the demonic incursions that had swept through the competition. Jun was strangely drawn to Kazuya, fell at his feet and was sucked into a bonding union with him. A number of days later, Heihachi strode into Kazuya's inner sanctum, and violently crushed his son in a

flurry of fists and feet. The Mishima estate (or 'zaibatsu') was now under his control, and Heihachi, not knowing of the devil residing within his estranged son, threw Kazuya into a volcano crater. Nine months later, Jun and her newborn son were visited by the Devil, and a desperate struggle took place between them both for the soul of their son. Jun, using her ancestors' strength, dismissed this creature, and retired to the remote Yakushima mountains to raise the child.

Meanwhile, a newly empowered Heihachi became the head of the Mishima empire, and actively set about solving disputes between warring factions throughout the world. Trusted by men of extreme power and wealth, the Mishima zaibatsu once again flourished, thanks mainly to the "Tekken Force", Heihachi's private army who journeyed to impoverished countries throughout the world to quell civil war and feed the hungry. A new peace enveloped many parts of the world.

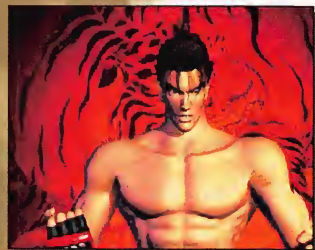
Fifteen years passed, and then, during an excavation in a particularly remote Central American valley, Heihachi's "Tekken Force" discovered strangely carved ruins after a torrential flood ripped apart a hillside. The leader of the "Tekken Force" radioed to Heihachi, stating that a mysterious figure had been seen in the darkened labyrinths beneath the ruins, and Heihachi ordered the capture of the creature. Moments later, a garbled radio message shocked Heihachi; "...the corps are completely destroyed...! He is after me...! Is he the God of Fight?! Arrrgghh!!"

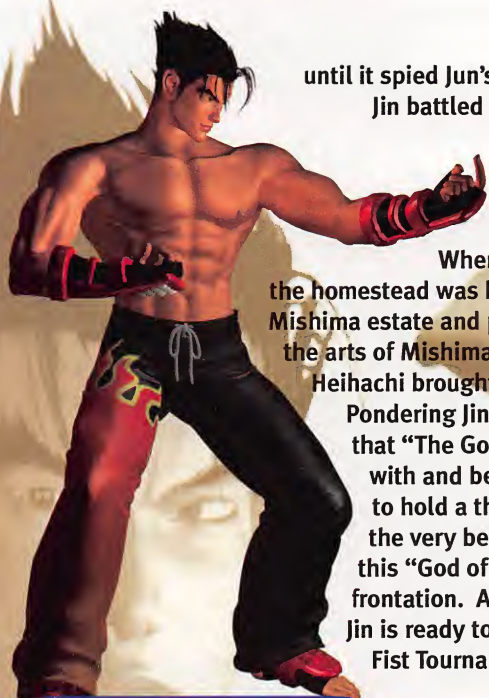
"Just who is this mysterious entity?" thought Heihachi.

Ordering his private helicopter, Heihachi personally embarked on a mission to the ruins to locate his missing troops. Upon touching down, he was surprised at the large number of corpses, and this turned to sorrow when he realized his "Tekken Force" had been ruthlessly murdered by unknown hands. Snapping out of his misery, Heihachi instantly thought of his gain; "If I could control such a destructive entity, my childhood dream of conquering the world could come true! I must face this creature!" Taking a few moments to adjust his fighting pantaloons, Heihachi stepped forward into the darkness...

Weeks later (and with no word of Heihachi's whereabouts), a strange pattern of disappearance began throughout the world. The finest fighters of the strongest soul vanished from their dojos without a trace. High in the mountains, Jun's psychic abilities warned her of a creeping menace approaching. Sitting a 15 year old Jin down beside her, she told him that "a tremendous power is seeking us and our souls. We must prepare for the day of judgment. Go to your Grandfather Heihachi should anything happen to me."

Thick storm clouds welcomed in newly disturbed and powerful spirit, and this creature stalked through the mountains





until it spied Jun's dwelling. Through the howling wind, Jin battled his way outside to face a giant human, silhouetted against the deep blue sky. Raising his fist to fight, Jin heard his mother scream "run away!" and at that moment, he lost consciousness.

When he woke, his mother was dead, and the homestead was burned to the ground. Jin fled to the Mishima estate and pleaded with Heihachi to train him in the arts of Mishima-style karate. After hearing the story, Heihachi brought Jin under his wing.

Pondering Jin's story, Heihachi became convinced that "The God of Fight" needed a strong soul to meld with and become even more powerful, and decided to hold a third King of Iron Fist Tournament. With the very best martial artists battling each other, this "God of Fight" was sure to be lured into a confrontation. After four years of training, a 19 year old Jin is ready to engage all in combat. The King of Iron Fist Tournament 3 starts soon...



TRAINING

LEGEND

LEFT PUNCH

TAP JOYSTICK →

RIGHT PUNCH

HOLD JOYSTICK →

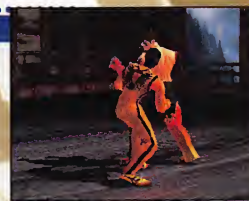
LEFT KICK

JOYSTICK NEUTRAL ★

RIGHT KICK

SIDE STEPS

No longer are Tekken warriors constrained to a "flat" fight with 3-D characters set in a tri-dimensional environment. With a simple (but quick) tap of the joystick (either up or down) you can now run or scoot circles around your brutish adversary. Ah...If it were only that easy! Sidestepping effectively requires skill and consideration of a couple of factors that will help you avoid an extended stay at medical facility. The first factor is timing. Precise last second timing is required, or your opponent will redirect in mid attack/combo; thereby defeating the purpose of the sidestep (and possibly beating you in the process). Factor number two is the direction of the dodge. The collision detection works in all three dimensions; so if you slip sideways into the path of an attack (eg. a sweep) it will still connect, even though it may have only just begun it's motion. Gradually memorize the directions you need to sidestep to dodge your adversary's favorite moves.

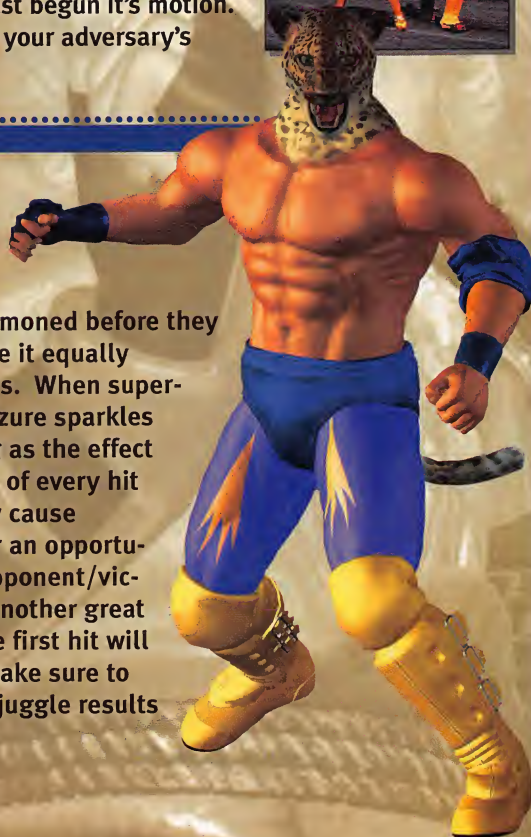


SUPERCARGE

A completely new special power for Tekken contestants! Namco programmers must have been up late concocting this elegant conceptual addition to Tekken's proven fighting



engine. The Rave Warriors have learned to harness the focused destructive energy summoned before they execute an unblockable attack and distribute it equally throughout their more than mortal physiques. When supercharged, a fighter's hands glow with eerie azure sparkles which stream behind each attack for as long as the effect lasts; thus increasing the damage of every hit landed (even blocked strikes now cause injury). Use this power whenever an opportunity presents itself (when your opponent/victim is near death for example). Another great gift of the Supercharge is that the first hit will be an automatic counter hit, so make sure to use a juggle move first as a high juggle results from any hit.



TEKKEN 3



TRAINING

REVERSAL COUNTERS

The evolution of techniques continues! First, all a defending fighter could do was block an oncoming assault. Then, some perceptive gladiators thought up ways to "reverse" an attack by negating it's destructive power; followed by the handing out of some payback. Now we have reversal counters! Some of the combatants didn't appreciate their moves being used against them and have developed counter...er, counters. The skill and timing involved in performing this should be vein-poppingly insane and it is. You must PREDICT the counter (or always do the reversal counter after every move which is extreme in the same way as alligator thumb-wrestling would be) and enter the same command your opponent entered to reverse you (except you press the joystick forward instead of back [F+LP+LK reverse counters a B+LP+LK reversal]).

INSTANT RECOVERY

Getting smacked to the ground is always embarrassing, but now even the most red-headed stepchild has a chance to re-enter the fray of fireworks and pound flesh with the new Instant Recovery ability bestowed upon the active Rave Warriors. Now when you're mailed to the ground, in a flurry of fists and sparkling splintered bursts of radiant energy, you can instantly "return to sender" on your (soon to be painfully surprised) enemy. Simply slam spastically on any button as your bumpy cranium indents the ground, and pop up like nothing emasculating or ego deflating has just occurred. Lest you begin planning the total destruction of all that oppose you because of this new found agility; you can still get hammered if you rise as your antagonist attacks. However, it can save you from combos that have moves designed to hit you after you've crash landed from a juggle combo (and would have been unavoidable in previous incarnations of the Iron Fist competition).



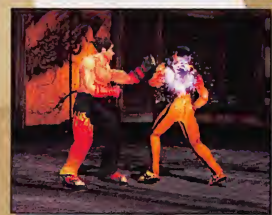
PICK OFF KICKS

The "kensei" or pick-off kick is another anti-janitorial technique; it's anti-janitorial in the sense that it prohibits the use of your bruised butt to mop the pavement. First off let me mention that it can only be used in the "funeral position" (face up & feet towards) and that it is performed by pressing down on the joystick and the right kick button at the same time. This diminutive jabbing kick will not create any sense of awe in your opponent or the crowd watching your heated fist-fest, but it will quickly bring you to battle readiness while giving a teensy stinging present to your aggressor. The range is short so it seems most useful against close range ducking left kicks, or attacks used to beat your normal 'getting up desperation strikes', but if you whiff with it you'll be just as vulnerable and lame-looking any other time you miss with an attack.



THROW COUNTERING

Throw countering has been changed in Tekken 3 for the better. The buttons required have been reduced and every throw can be countered. The basic formula for most throws is to press the punch button(s) on the same side as the buttons your opponent had to press to perform the throw. In other words, a basic right throw (RP+RK) is broken by pressing right punch, and a throw that uses both punches or buttons from both sides (e.g. RP+LK) is usually escaped by pressing both punches at the same time. You have only one chance to reverse the toss; you cannot press LP then RP to reverse either basic throws. Also, for those opposing the King of Beasts, you have a chance to reduce the damage of his Giant Swing as you crash land by doing an Instant Recovery!



SIDE STEP OPTIONS

The new sidestepping capability adds options, and therefore more depth, to the tried and tested Tekken series fighting engine. For one, there is the evolution of side throws for all characters. This is usually preceded by a glorious miss by your opponent and a succulent sidestep by yourself, and it is succeeded by a divinely pristine bombardment of fleshy attitude upon your opposition's physique. Other than the new side throws, the only other built-in options are the "while sidestepping" moves. These moves are executed, as their name describes, during the lateral movement of a sidestep. If you're to be a champion at the new Tekken, you have to adapt to the new concepts it includes; so work sidestepping, side throws, and sidestep moves into your fighting art sooner rather than later.



UPPER/LOWER DODGES

In addition to (or instead of) reversals, some characters (for example Forest Law) have non-offensive attack re-directing type moves that knock an incoming strike to the side (true 3-D is here, baby!). This also knocks your attacker off balance, and leaves him/her open for multiple spectacular head-wrenching-martial-art-techniques from your general direction. The opening is small, but with a minimal amount of experimentation you'll be able to find effective follow-ups with the character you love. Prediction (in other words, 'skill') is required in order to choose the correct Dodge for the height of your opponent's move, but the rewards are more than worth it in a close or high level fight. This is an inconceivably sweet addition to the Tekken engine.



MULTI-BUTTON MOVE COMMAND BUFFER

Finally, a unique property of the Tekken control system allows you to hold a button or buttons from a previous command and then just add whatever button(s) is/are missing from the next command and have it still come out like normal. I know an explanation is needed; so, as a common example, every character can press LP (or RP) to throw a jab and then press LK (or RK) while still holding LP (or RP) to execute a basic throw immediately afterwards (normally LP+LK or RP+RK). This is extremely helpful when trying to perform some of the multi-part throws some characters have. For Paul's neck breaker (after tackle RP, hold down+LP, LP, neutral+RK, LP, LP+RP) you can hold the last LP after pressing it, and then just add RP; it will count as LP+RP. King and Nina have many uses for this; usually in-between the last and next-to-last commands of a multipart. An good example for King is during King's Manhattan Drop (LK+RK, LP+RP, LP+RP+LK); hold LP+RP, after pressing them, then add LK. With this basic training behind you, the time is right to meet the first five Rave War competitors this time around...



TEKKEN 3

EDDY GORDO



REVENGER IN PRISON

"You may think you can fight... but can you dance? Your blood shall spill and I shall win. Let the slaughter commence and my power amaze you! Those filthy drug barons will be crushed! I will avenge you, father!"

Nationality: Brazilian	Occupation: Wanderer
Fighting Style: Capoeira	Hobby: Intent on a Monarchy
Age: 27	Likes: Power
Height: 188cm	Dislikes:
Weight: 75kg	Powerlessness
Blood Type: B	

Born to one of the wealthiest families in Brazil, Eddy began to learn all about becoming a Monarch from a very young age, thanks to his unswaying diligence and gentle demeanor. He would soon succeed his father's position and become extremely rich... or so he thought. When he was 19, Eddy returned from schooling to find his beloved father lying in a pool of his own blood, gasping his last breath. Eddy already knew his father was involved in ridding the country of drug Barons; his months of tireless research and contacts with the criminal underworld had resulted in a detailed file of evidence. But now, all was lost. Eddy's father was dead, and the young Gordo immediately vowed to bring his father's killers to justice. "No!" spluttered his father with his last dying breath, "Now is not the time to fight back! Take the blame for my death and hide yourself in jail."

This excellent student fell from grace and landed in prison; condemned to a hellish existence among the deadliest scum of all. Eddy often wept at his hopeless situation, and this moping turned into anger and hate for the murders of his father. Then during a riot at the jail, Eddy witnessed an extraordinary incident; a mysterious old man with stunning fighting skill. Thrilled by the style of this man's arts, he asked him what techniques he employed. Capoeira was the answer. He then began a harsh daily training session which lasted for eight years until the power of Capoeira was in his grasp.

Eddy turned this art into a deadly weapon, driven by an all-consuming hate for the narcotics Barons. Once released from prison, Eddy heard about the "King of the Iron Fist competition", and made inquiries about the Mishima empire. With the Mishima troops under his control, Eddy thought, an exacting plan of bloodthirsty revenge could commence...



STRATEGIES

PROFILE



That spinning Tasmanian freak from Saturday morning cartoons has nothing on our deadly dancer Eddy! The key to the effectiveness of Eddy's art depends upon several elements: epileptic confusion, movement from technique to technique (like streams to and from a river), and good old intuitive psychology... plus mashing on the buttons sometimes has pleasant results.

First things first. Learn how to link Eddy's moves together. Many of Eddy's techniques give you the option of coming out of the move in a position which sets you up for other moves. These positions include sitting, lying down, or in a handstand, and each of these positions have insanely acrobatic moves linked to them. This attribute makes Eddy the attacking pattern master. As you play, memorize the series of moves (attacking patterns) that give you good results. As a general rule of dance, these patterns will involve changes in move heights, combinations of moves that cause you to look open for an attack when you're actually lying in

wait, unusual and unexpected actions that are effective at beating retaliations, and invincibility (not really, but if your opponent can't catch the beat then he'll get banged and bashed all over the dance floor).

Good moves are many, good uses are endless. His DF+LP is quick and safe even if done in a row. Breakdancing is coming back with Eddy's Slippery Kick (standing, sitting, or in a handstand) RK, (quickly) LK. Done correctly, your opponent's cranium will wish it had stayed in it's fat shoelace-covered closet. His incredible double leg kicks (the moves that use LK+RK) are good when mixed in your strategy but not when used repeatedly. The Kneecap Crusher has good range and can be used after a (very close) DF +LP, B+LK pattern (a Knee Thruster pattern). Use DF+LK to get into the handstand position instead of the "Hit me please, my last name's Dullard!" move F+LP+RP. Finally, get the rhythm of Eddy's Rodeo Spin throw; it breaks the most bones of all of his throws and Eddy finishes with a lot of room to GET BUSY...



An aerial photograph showing a large fire burning on a grassy field. A yellow fire truck is positioned near the fire, and several firefighters are visible around the perimeter. The fire is intense, with thick black smoke rising from it.

MOVE LIST



Name	Command
Handstand	⇒ ○○
Handstand Backward	during Handstand ←
Handstand Forward	during Handstand ↘
Handstand Walking	during Handstand ⇒
Handstand to Armadillo	during Handstand ⇒ ○○
Handstand Perch	during Handstand ↓
Handstand Tilt Right (F)	during Handstand ↑
Handstand Tilt Right (B)	during Handstand ↓
Handstand Tilt Right (Low Kick)	during Handstand ↑ ○○ or ↓ ○○
Handstand to Helicopter	during Handstand ○○
Handstand to Circle Sit	during Handstand ○○ ○○
Handstand to Circle Stand	during Handstand ○○ ○○
Handstand to Scoot Kick	during Handstand ○○ ○○ ←
Handstand to Giant Step	during Handstand ○○
Handstand to Combo	during Handstand ○○ ←
Handstand to Flop Kick	during Handstand ↓ ○○
Handstand to Flop Right	during Handstand ○○
Handstand to Flop Left	during Handstand ○○
Handstand to Circus	during Handstand ○○ ○○ ←
Handstand to Carnival	during Handstand ○○ ○○ ○○
Handstand to Super Carnival	during Handstand ○○ ○○ ○○ ←
Handstand to Calypso	during Handstand ○○ ○○ ○○
Handstand to Dive	during Handstand ⇒ ⇒ ○○
Handstand to Straight Flop	during Handstand ↑ ○○ or ↑ ○○

Name	Command
Rewinder	○○
Rewinder	↓ ○○
Jumping Jacks (Right Step Piston Kick)	Sidestep or Rewinder ↑ ○○
Jumping Jacks to Laydown	Sidestep or Rewinder ↑ ○○ ↓
Jumping Jacks to Back Kick	Sidestep or Rewinder ↑ ○○ ○○
Jumping Jacks to Evil Stinger	Sidestep or Rewinder ↑ ○○ ↓ ○○
Hot Plate Special	Sidestep or Rewinder ○○
Hot Plate Special to Handstand	Sidestep or Rewinder ○○ ←
Twister Scoop to Back Plant	Sidestep or Rewinder ○○
Twister Swirl Kick	Sidestep or Rewinder ○○ ←
Twister Swirl to Back Plant	Sidestep or Rewinder ○○ ○○ ←
Twisters	Sidestep or Rewinder ○○ ☆ ○○
Twister Combo	Sidestep or Rewinder ○○ ○○
Jumping Jacks-Hand Staps	Sidestep or Rewinder ○○
Jumping Jacks-Mirage	Sidestep or Rewinder ○○ ○○
Jumping Jacks-Island Mirage	Sidestep or Rewinder ○○ ☆ ○○
Jumping Jacks-Wheel Kicks	Sidestep or Rewinder ○○
Jumping Jacks to ducking	Sidestep or Rewinder ○○ ↓
Jumping Jacks-Sao Paulo Special	Sidestep or Rewinder ○○ ○○ ← ○○ ↗ ○○
Jumping Jacks-Dos Sole	Sidestep or Rewinder ○○ ○○
Jumping Jacks-Cruncher	Sidestep or Rewinder ○○
Handstand to Rotator	during Handstand ↑ ○○ ↓ or ↑ ○○ ↓



COMBO





JIN KAZAMA

Jin Kazama is the illegitimate son of an unholy union between Jun Kazama and Kazuya Mishima. After a spiritual battle between his mother and the evil contained within his father, Jun took her son and vanished into a remote forest deep in the Yakushima mountains. Once away from civilization, Jin's upbringing became a quest for spiritual fulfillment; made all the more emotional by Jin's past torments. Learning Jun's self-defense techniques and channeling his inner Chi into mental powers (and conversations with his mother's ancestors), Jin became fascinated by the power of lightning (a summoning skill passed down from his father).

After the great "God of Fight" destroyed his home and vanquished his beloved mother, a 15 year old Jin fled into the safety of his grandfather's estate. Training hard every day under the supervision of Heihachi, Jin's goal was to become a master of advanced Mishima karate, and then to confront this mysterious entity. Heihachi proved to be a considerably talented and knowing teacher. Four years later, a 19 year old Jin Kazama has mastered both the Judo arts of his mother and

the Mishima karate of his father (he even sculpts his hair using summoned static electricity). Now he begins to take action as a deadly martial artist...

FATAL LIGHTNING

"The forces of nature shall prevail! Take heed, o hated God of Fight; my electrical storms will surround and strike you down! I shall not fail you, mother dear!"



STRATEGIES

PROFILE

Nationality:
Japanese
Fighting Style:
Advanced Mishima
karate, Kazama
self-defense
Age: 19
Height: 188cm
Weight: 75kg

Blood Type: AB
Occupation:
Martial Artist
Hobby: Forest
Bathing
Likes: Mother's
principles
Dislikes: Deceiving
others

The benefits of excellent lineage have never been more lucidly proven than in the Mishima/Kazama combination of uncontrollable electromagnetic power and incomprehensible dancing combinations present in this Iron Fist Tournament. He has head-ringing power at every attacking height, an ominous tackle, bone-crushing move counters, and even an impervious electro-field!! A lack of sidestepping versatility may be a weakness, but Jin really has no need for fancy footwork.

From his mother's side he has dance-like moves that, while not performed with the sublime elegance of Jun, are highly effective additions to the Mishima "More power!" camp. The Three-Ring Circus is an old — typically overused — favorite of Jun players because of the hit heights, potency of the selectable last strike, and sureness in juggles. Jin is the middle level master; so sometimes mix this combo in after a blocked Twin Lancer (or just DF+LP). This will often catch opponents off-guard who are expecting follow-ups (after the Twin Lancer) such as; an LP combo, move counter, throw, Lazer combo, heel drop, et cetera. Another use of the Three-Ring Circus is to lift a pummeled and juggled opponent



off the ground for more abuse; even after the Left Splits Kick or the first kick of the Spinning Demon you can sometimes tag this combo on afterwards. Other maternally inherited moves are the Double Lift Kick and Tooth fairy. The Double Lift Kick is very short range so use it after the Twin Lancer, crouch

dash (et cetera), but the Tooth Fairy has nice reach, power, and launching capabilities (as long as the shards of your adversary's teeth don't shoot into your eyes as he "lifts off"). And finally... those counters; you know about these by now, use and abuse!

From Kazuya's dysfunctional and confused (not to mention demonic) side are the usual F, neutral, D, DF type moves (Rising Uppercut and Spinning Demon being best), axe kicks (DF+RK,RK is useful), Round House to Triple Spin Kick (Evil. Just plain evil), Flash Punch Combo (more useful than the Demon Slayer; plus the third hit can be delayed), and the Demon Scissors (can you say "combo finisher?" I knew you could). The pleasures of powerful and perpetually perplex pensive people...

And finally from the Jinster, we have an excellent selection of bone-breaking attacks... let us begin. First off are the Lazer combos; which are delayable, powerful, and long range (the whole combo moves you forward quite a bit). With a counter hit, all three strikes of either combo is a "true" combo (unless your opponent blocks the last hit by pressing F instead of B), but even if the last hit is blocked, you're not left that vulnerable. His main harassment attacks (along with the common low punch or kick) are his Twin Lancer (GOOD... 'nuff said), 893P (stuns opponent, and creates an opening when it connects), and the Demon's paw (pulverizing hitting power and pretty good recovery). Last is the Force... a repelling atomic aura charge that makes an attack bounce off Jin like a hot air balloon in an Autumn breeze. Boing...

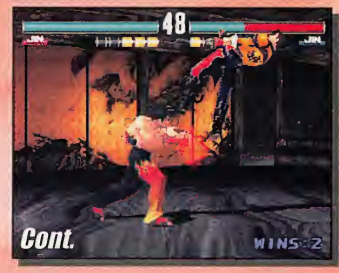
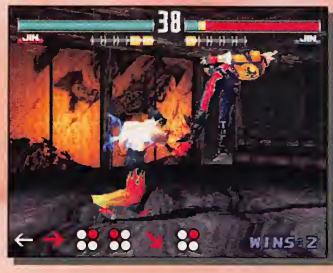
MOVE LIST



Name	Command
Double High Sweep	close to opponent
Over the shoulder Reverse	close to opponent
Shoulder Flip	close to opponent's left side or
Over the Limit	close to opponent's right side or
Chicken Butcher	close to opponent's back or
Reverse Throw	show your back to opponent or
Stonehead	close to opponent $\Rightarrow \Rightarrow$
Ultimate Tackle	\downarrow (or \downarrow)
Ultimate Punch	during tackle
Cross Arm Lock	during tackle
Ultimate Punch to Cross Arm Lock	ultimate punch x 3
Complicated Wire	$\downarrow \downarrow \leftarrow$
Wrist Chuck Slam	close to opponent \rightarrow
Counter Attack	\leftarrow (or \leftarrow)
3 Ring Circus	
3 Ring Circus Combo	\downarrow
Tooth Fairy	during side step
Spinning High Kick	\Rightarrow
Back Spin Kick	
Double Lift Kick	\downarrow
Force	\leftarrow
Supercharger	
Left Right Combo	
Twin Lancer	\searrow

Name	Command
Leaping Side Kick	$\Rightarrow \Rightarrow \Rightarrow$
Shoot The Works	
Shoot The Works Upper	\Rightarrow
Upper Cut	while standing up
Knee Kick	\Rightarrow
1-2 Knee Kick	
Tsunami Kick	while standing up
Flash Punch Combo	
Demon Scissors	
Rising Uppercut	\Rightarrow \star \downarrow \rightarrow
Dragon Uppercut	\Rightarrow \star \downarrow \searrow
Dragon Uppercut to Spinning Middle Kick	\Rightarrow \star \downarrow \rightarrow
Dragon Uppercut to Spinning Low Kick	\Rightarrow \star \downarrow \rightarrow
Spinning Demon	\Rightarrow \star \downarrow \rightarrow
Demon Slayer	
Twin Pistons	while standing up
Left Splits Kick	$\Rightarrow \Rightarrow$
Lightning Uppercut	\leftarrow
Lightning Screw Uppercut	\leftarrow
Roundhouse to Triple Spin Kick	\searrow
Heel Drop	\searrow
Heavy Body Blow	$\leftarrow \rightarrow$
Lazer Cannon	$\leftarrow \rightarrow$
Lazer Scraper	$\leftarrow \rightarrow$ \rightarrow
893P	\Rightarrow
Demon's Paw	$\Rightarrow \Rightarrow$

COMBO



ANGER OF THE BEAST

"Where is the God of Fight, the murderer of my master?! Fear not, small children, for the new King is here! Quake with terror, the anger of the beast is upon you!"



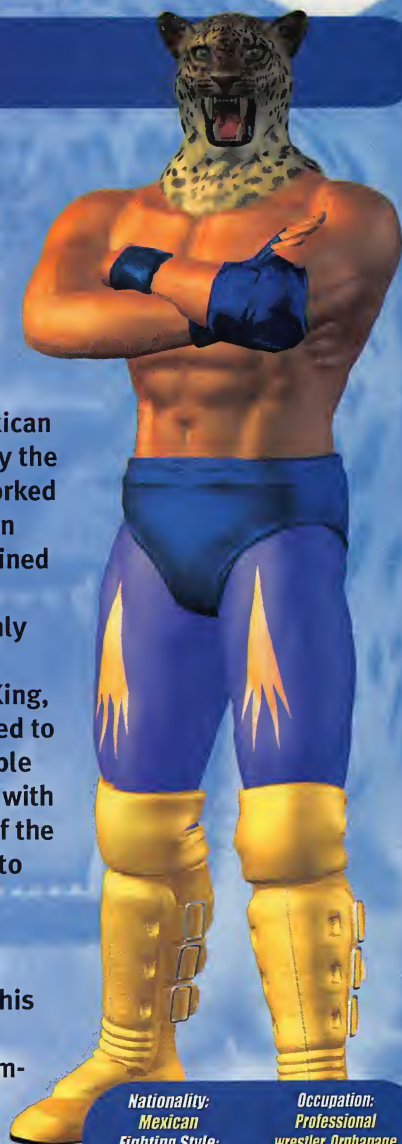
KING



A street urchin was brought up in a Mexican orphanage owned by the

original fighter to bear the name 'King'. By the age of 24, this wrestler worked hard with King until one day, news broke of King's tragic death by unknown hands. Seeing that the orphanage would crumble into ruin (the money gained from King's wrestling matches was the only funding received), this man donned the mask of King and imitated his style. Unfortunately, he had only seen King's wrestling moves as a child, and he lost every competition he entered. One day however, another man with a mask visited the new King, introducing himself as an old friend. This fellow was Armor King, interested to find out if rumors of King's successor were true. Armor King was responsible for the first King's death, and full of remorse, he trained this new wrestler with a host of bone-crunching moves and more techniques besides. The guilt of the old King's death lay heavy on his shoulders, and training this new fighter to take King's throne was a way of showing respect.

For four years the two of them trained, and the new King learned quickly; maturing into a forceful wrestler with extreme power; known as King the Second. Told by Armor King that the "God of Fight" killed King the First, this new player's rage became unstoppable. "My master died at his hands?" roared King the Second, "He shall pay with his miserable life!" King's trembling fists became wet with the tears of Armor King. With a nod of his head, King shook Armor King by the hand... an old friendship had been restored, and a grim secret would never be revealed. Now the new King must prove himself in the ring.



Nationality:
Mexican
Fighting Style:
Wrestling
Age: 28
Height: 200cm
Weight: 90kg
Blood Type: A
Hobby: Pleasing
children

Occupation:
Professional
wrestler, Orphanage
manager
Likes:
Drinking beer in
victory with
Armor King
Dislikes:
Tears of children

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STRATEGIES

PROFILE



This new King may not truly be the king of the beasts, but he may well be the monarch of this tournament! No character, in any game, has as many throws as our fair furry friend. Ducking or standing, sideways or turned around, laying face up or face down; in no position is your opponent safe from the throw-happy paws of our favorite Iron Fister. Mastery of King's throws is of the utmost priority, but setting up his gruesome grapples and just general scrapping is also part of the day's events.

As even the most nearsighted of players can see, the new King is a big boy. His moves are slow so restrain your arsenal to a few strong moves until your opponent is primed for a big move or throw. Harass with DF+LP, DF+RP, DF+LK, and if close, DF+RK (Down-Forward the death out of your potential throwing dummy! Oh yes!).

DF+LP and DF+LK have the best range and are the most useful in breaking your opponent's blocking tendencies. DF+RP and DF+RK are good close range moves used when your unruly foe expects a throw and tries to counter. At middle range, switch up between F, F+RP and F, F, neutral, RP (remembering to Jaguar

Driver any victim stunned by this). Similarly, use his Stagger Kick and the Stagger Kick into Spinning uppercut; mixing these up into a deadly, savage brew.

After breaking in your quarry, these moves will put them in their rightful place... as your dogs. Unblockables like LP+RK, F+LP+RP, (if close) F, F+LP+RP, and (turned around) LP+RP are good if your prey begins to hesitate, think, or block too much. If your target starts to guess and attack, use moves like (sidestep) LK+RK, UF+RK, or F, neutral, D, DF+LP+RP.















































Throw at any opportunity. Notice when your opponent cowers and blocks, then POUNCE! Since most characters are quicker than King, they will try to beat him to the punch, so improve your side-stepping timing, and side throws will come as a matter of course. Ground throws (the fear bringer without equal) are set up by good technique against grounded enemies. Rip apart your challengers when they attempt to escape the pavement with harassment or power moves; this makes them wait before getting up, and in so doing, a ground throw is given birth...

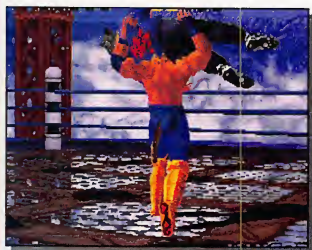


MOVE LIST



Name	Command
Palm Attack	⬆️ ⬆️
Palm Attack to Attack	⬆️ ⬆️ ⬆️
Exploder	⬆️ ⬆️ or ⇒ ⇒ ⬆️
Running Exploder	⇒ ⇒ ⇒ ⬆️
Convict Kick	⇒ ⇒ ⬆️
Capital Punishment	↻️ ⬆️
Stagger Kick	↓ ⬆️ ⬆️ ⬆️ or ↓ ↘️ ⬆️ ⬆️ ⬆️
Stagger Kick	↓ ⬆️ ⬆️ ⬆️ ⬆️ ⬆️ or ↓ ↘️ ⬆️ ⬆️ ⬆️ ⬆️ ⬆️
Elbow Drop	↑ (or ↶️ or ↷️) ⬆️
K's Flicker	⇒ ⇒ ⬆️
Stomach Smash	⇒ ⇒ ☆ ⬆️
Crouching Uppercut	↓ ↘️ ⬆️
Head First Lunge	⇒ ⇒ ⬆️
FrankenSteiner	↻️ ⬆️
Jab Uppercut	⬆️ ⬆️
Jab Uppercut	while crouching ⬆️ ⬆️
Moonsault Body Press	⬆️
Jaguar Lariat	→ ⬆️
Elbow Drop	↓ ⬆️
Spinning Uppercut	after first hit of stagger kick ⬆️
Disgraceful Kick	↶️ ⬆️
Head Spinner	⬆️ ⬆️
Atomic Blaster	turn back ⬆️
Deadly Boomerang	during side step ⬆️
Lay Off	close to opponent ⇒ → ⬆️
Black Bomb	⇒ ↓ ↘️ ☆ ⬆️
Leg Breaker	↓ ↘️ ⬆️
Knockout Punch	during side step ⬆️
Shoulder Tackle	⇒ ⬆️
Supercharger	⬆️
Ultimate Tackle	↓ ⬆️ or ↘️ ⬆️ or ⇒ ↓ ↘️ ⬆️
Ultimate Punch	after tackle ⬆️ ⬆️ ⬆️ ⬆️ ⬆️
Cross Arm Lock	after tackle ⬆️

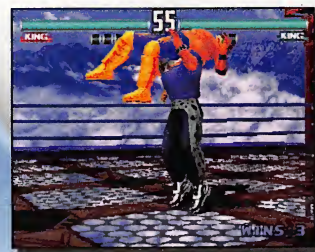
Name	Command
Cross Arm Lock to Arm Twist	during cross arm lock  
Leg Cross Hold	after tackle  
Stretch Combo	during leg cross hold  
Shoulder Cracker	close to opponent's upper half while lying on back   or  
Swing Away	close to opponent's lower half while lying on back  
Head Bomber	close to opponent's lower half while lying on back  
Figure Four Leg Lock	close to opponent's lower half while lying on back  
Over Turning	close to opponent's left or right side while lying on back   or  
Wing Tearer	close to opponent's upper half while lying on face   or  
Half Boston Crab	close to opponent's lower half while lying on back   or  
Camel Clutch	close to opponent's left side while lying on face   or  
Bow and Arrow Stretch Hold	close to opponent's right side while lying on face   or  
Throw Away	close to opponent  
Throw Away Feint	close to opponent    
Throw Away Knock Down	close to opponent    
Throw and Destroy	close to opponent    
Turn Around	close to opponent    
Pile Driver	close to opponent    
Boston Crab	wait 10 frames during piledriver    
Double Arm Face Buster	during pile driver  
Hi-Jack Backbreaker	at stomach smash counter hit  
Jaguar Driver	at stomach smash counter hit    
Standing Heel Hold	close to opponent    
Indian Death Lock	during standing heel hold    
King's Bridge	during indian death lock    
Single Toed Foothold (S.T.F.)	during standing heel hold    
Scorpion Death Lock	during standing heel hold    
Arm Breaker	close to opponent    
Triple Arm Breaker	during arm breaker  
Arm Breaker to Head Jammer	during arm breaker  
Struggle Combination	during arm breaker to head jammer    
Chicken Face Wing Lock	during arm breaker  
Dragon Sleeper Finish	during chicken face wing lock    
Rolling Cradle Finish	during chicken face wing lock    



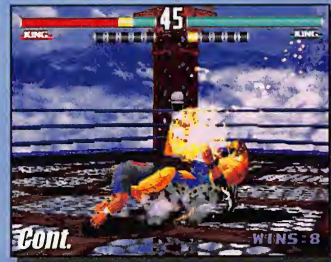
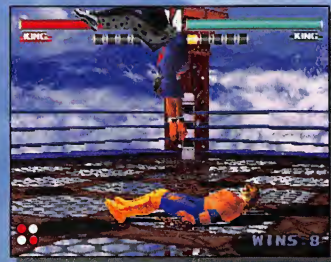
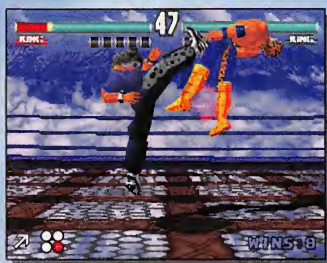


Name	Command
Reverse Arm Slam	close to opponent → ↘ ♂
Reverse Arm Slam	close to opponent → ↘ ♂
Back Drop	during reverse arm slam ♂♂♂♂
German Suplex	during back drop ♂♂
Power Bomb	during german suplex ♂♂♂♂
Giant Swing	during power bomb ♂♂♂♂♂♂
Muscle Buster	during power bomb ♂♂♂♂♂♂
Reverse Stretch Special Bomb	close to opponent ↘ ♂
Reverse Stretch Special Bomb	close to opponent ↘ ↘ ♂
Cannonball Buster	during reverse stretch special bomb ♂♂♂♂
Manhattan Drop	during cannonball buster ♂♂♂♂♂♂
Victory Bomb	during manhattan drop ♂♂♂♂♂♂
Giant Swing	during victory bomb ♂♂♂♂♂♂
Muscle Buster	during victory bomb ♂♂♂♂♂♂
Cannonball Buster	during side step ♂ (when grabbing opponent's back, left or right side)
Manhattan Drop	during cannonball buster ♂♂♂♂♂♂
Victory Bomb	during manhattan drop ♂♂♂♂♂♂
Giant Swing	during victory bomb ♂♂♂♂♂♂

Name	Command
Muscle Buster	during victory bomb ♂♂♂♂♂♂
Winding Nut	close to opponent ♂
Suplex	close to opponent ♂
Argentina Backbreaker	from opponent's left side ♂ or ♂
Knee Crusher	from opponent's right side ♂ or ♂
Half Boston Crab	close to opponent's back ♂
Cobra Twist	close to opponent's back ♂
Stretch Buster	close to opponent's back ← → ♂
Reverse Throw	show back to opponent ♂ or ♂
Falling Headlock	close to opponent ↘ ↘ ↘ ↘ ♂
Tombstone Piledriver	close to opponent ↘ → ♂
Spinning Throw	close to opponent ⇒ ⇒ ↘ ↘ ↘ ↘ ♂
Frankensteiner	↘ ♂
Figure Four Leg Lock	close to opponent ↘ ♂
Knee Bash	close to opponent ↘ ♂
Muscle Buster	↓ ↘ ← ♂
Jumping Power Bomb	opponent crouching ↓ ♂ or ↓ ♂
Lower Dodge	↘ (or ↓) ♂ or ↘ (or ↓) ♂
Leg Screw	correspondent to attack ← ♂ or ← ♂
Double Heel Hold	correspondent to attack ← ♂ or ← ♂



COMBO





FOREST LAW

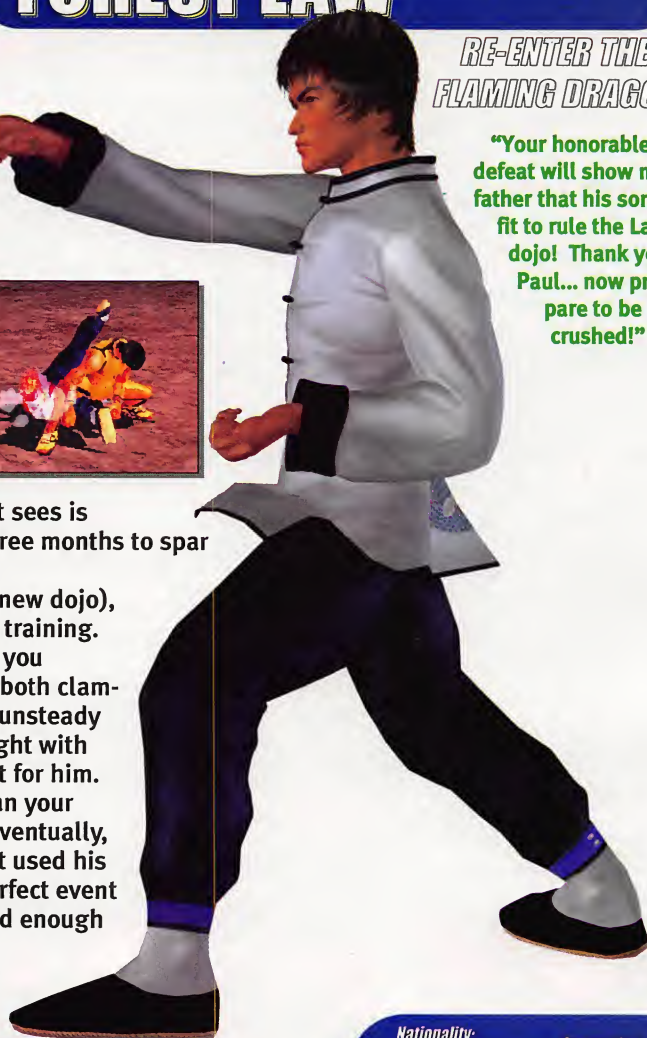
RE-ENTER THE
FLAMING DRAGON

"Your honorable defeat will show my father that his son is fit to rule the Law dojo! Thank you Paul... now prepare to be crushed!"

The son of Marshall Law, Forest has trained long and hard at his father's dojo (he will eventually own this school of excellence), and while his skill in the 'Marshall' Arts has been honed, past atrocities have made Marshall very wary of his son's safety; to such an extent that he has forbidden Forest to enter any contents with martial artists outside Marshall's group. In fact, the only fighter other than Marshall's pupils that Forest sees is Marshall's old friend, Paul Phoenix, who visits every three months to spar with Marshall.

One month however, Marshall was absent (building a new dojo), and Paul arrived to ask Forest to join him in his style of training. Stoutly refusing this offer, Paul coaxed him again; "Are you afraid?" he asked. "No!" answered Forest, before they both clamored onto Paul's bike for a joy-ride. After the race, an unsteady Forest dismounted and told Paul he was forbidden to fight with others and the third King of Iron Fist Tournament wasn't for him. "But Forest," replied Paul, "you have a better talent than your father!" Perplexed, Forest wondered if this was true. Eventually, Paul convinced him to enter the competition (and Forest used his credit card to pay for the both of them); this was the perfect event to test whether Forest was skilled enough to inherit his father's dojo.

Finally, Forest left the dojo, and rode off to the competition against his father's wishes. An enraged Marshall returned later to discover his dojo empty and a note left behind written in Paul's script; "Your son is stolen!"



Nationality:
American
Fighting Style:
'Marshall' Arts
Age: 25
Height: 177cm
Weight: 66kg
Blood Type: B
Hobby: Shopping

Occupation:
The future second
master of the
Marshall Dojo
Likes: Credit Cards
Dislikes: Riding
tandem on a bike
with Paul Phoenix

STRATEGIES

PROFILE



Marshall's boy, Forest, is up to no good with eraser-head Paul; lucky for him he has some 'god-Lee' skills to protect him from the less enlightened 'disbe-Lee-vers'. The cool new stance, duds, and movement immediately slap you with the realization that this isn't the same Law you've been playing for years, but similarities abound. What you can be sure of are the poor, unfortunate, and hurtin' victims of his fantastic flipping feet. Let the Dragon re-enter his domain...

Forest has inherited most of his father's infamous flip kick combos. His Front Kick, or Low Kick (or the similar Rampage), or Double Impact to Somersault combos are usually the most ravaging. This is due to the fact that they are true combos; if the first hit counters an opposing fighter's strike, juggles can follow with innate ease. The Triple Head Kick to Somersault can also catch a rival martial artist off guard with fluid-losing results. Other kicks worth mentioning (and using, upon your rigidly styled opponent) are the Dragon's Tail and Slide Kick. Make high blockers pay dearly.



Of the old punch techniques, his Machine Gun Arrow into the Rave War Combo (F+RP, RP, RP) is still sound and worth trying, but cut the Rave War Combo at the second hit if you don't get a counter-hit.

With Forest, it is definitely time to try his unique techniques. Forest stayed up many late nights creating two useful rushing additions to his father's style. The Junkyard Kick is good to use since it requires skilled blocking to defend (stop at the second hit and follow with a low move or throw to set up the punt kick) and the final blow catapults the victim skyward in a most juggleicious fashion. This can also be said about the Dragon Storm; other than looking divinely devastating, Forest can delay the second or third strikes slightly; psychology and (martial) art as one! Mix delayed hits with stopping, followed by the Dragon's Tail or a hopping RK. The Dragon Whip can be skillfully used to bring homicidal results. Randomly or insightfully mix up what follows between the; Elbow Spring Kick, Dragon Back Blow, low kick, or a hopping kick. Whip 'em good, baby!





COMBO



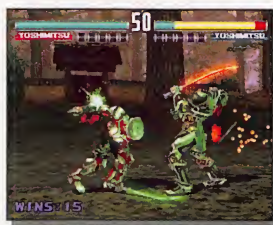
Doctor Boskonovitch completed the final circuit, and a newly mechanized Yoshimitsu roared into life. Now, not only had the doctor refitted Yoshimitsu, but had also previously saved his life. Fully fitted with bio-mechanical parts, this creature was capable of crushing human skulls with his mere hands, but Yoshimitsu was a reasonable fellow. He and his organization (the 'Manji') spent their days helping the poor and needy at the expense of rich traveling merchants. Over time, the 'Manji' transformed from a band of roving ninja bandits to a fully fledged political party.

Yoshimitsu's scientist meanwhile, had his own agenda. Boskonovitch started to restore his own daughter from the cold sleep machine he had previously developed, and commenced in-depth research and experiments on eternal youth and life; an ambition he could hope to realize now that his safety was assured. Of course, the massive expense of such a project meant that the 'Manji' were out in force, collecting and raising funds for Boskonovitch's study.

In recent times, Yoshimitsu heard through his underworld contacts that professional martial artists were disappearing. Unmoved by such fanciful talk, he continued his deeds and visited Boskonovitch's research center as usual. To Yoshimitsu's surprise (and bemusement), the good doctor was acting in an extremely unusual manner. Visibly shaking, the doctor stammered to Yoshimitsu that an accident had left him infected with a mysterious pathogenic organism. A glazed expression transformed the doctor's face, and he told a shocked Yoshimitsu that research on his daughter had revealed the existence of the "God of Fight". Further tests had lead him to the conclusion that the blood of the "God of Fight" contained the only known cure

for the doctor's illness. Yoshimitsu knew his next mission; to enter the third Iron Fist tournament, obtain the creature's blood, and save the doctor's life.

YOSHIMITSU



Nationality:
None (Ex-Japanese)
Fighting Style:
'Manji' Ninja Arts
Height: 178cm
Weight: 63kg
Age: Unknown
Blood Type: O
Occupation:
Leader of the
'Manji' party

Hobby: Watching
Sumo Matches, Net
Surling
Likes: Video game
arcades (especially
in Shinjuku)
Dislikes: Villains,
Video Gamers with
an attitude

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MECHANIZED NINJA

"Yoshimitsu hungers for blood! The pain of the God of Fight's death will be agonizing... The blade thirsts for you, mighty warrior. Face me and be cut down!"



STRATEGIES



The spinning cyborg is back and better than ever with new ways to slice apart or magically mend his increasingly mechanized body. Speed is usually a given for ninjas in fighting games, but this one is lacking in this area compared to the fleshy combatants he faces. His unusual moves are what save him from the use-

less bin... that and his excellent uppercut, a couple of good RK moves, and his new UF+LK+RK combos.

First, you need to use DF+RP and DF+RK to harass your target and force them to give you enough time to execute a sword move, a spinning move, or a throw. If the DF+RP connects, follow-up with a juggle combo of your choosing, and/or his UF+LK+RK, B+LP, U+LK+RK (or RK, DB+LP) combo (this can hit grounded opponents). If the DF+RK hits, repeat, come in for a throw, or prepare your mind (and hands) to reverse (B+LP+RK) or Dodge (D+LP+LK or D+RP+RK) any oncoming retaliation. Another good move to sometimes throw out is Yoshi's Hopping RK. It has a high priority, and can stop most simultaneous attacks by your adversary. Another move that is supreme versus simultaneous

PROFILE

attacks is the Yoshimitsu Blade!

Once an excitable enemy has calmed down, you can use some of your slow, but tricky moves like his Solar Kick (followed by D+LP+RK or a basic throw [you'll automatically turn around]), Shark Attack Blow, Door Knocker To Back Knuckle, Deathcopter Trick, Moonsault Slayer, Sweep (D, DF+RK), and Spinning Sweeps into Falling Tree (DB+LK,LK,LK,LK, neutral+RK).

His new techniques have interesting properties and uses. B+LP+RP (setting up for Poison Breath) puts Yoshi in a position where he is too low to be hit by high level attacks or throws (a ninja move for sure!), and, if the breath hits its mark, you can get a small combo if you're speedy. Fancy Flea (U+LP+RP) frolicking includes; avoiding throws, countering low attacks (like getting up kicks), and giving your opponent an awkward challenge to deal with (especially if you get off line with them). Finally, the Hara-kiri Dance is only to be used when you're completely butt spanking your opponent (in other words, you have a full bar and they're wheezing their last breath with nearly no energy at all).



MOVE LIST

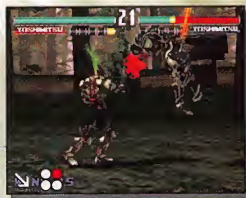


Name	Command
Jumping Body Slam	close to opponent
Sword Hit to Face	close to opponent
Wheels Of Hell	close to opponent's left side or
Spiritual Division	close to opponent's right side or
Tornado Drop	close to opponent's back or
Reverse Throw	show back to opponent or
Rainbow Drop	
Lower Dodge	(or) or (or)
Samurai Cutter	crouching
Shark Attack Blow	
Back Blow	
Back Flipper	show back to opponent
Slap-U-Silly	during Manji-Agura Crouch
Destroying Thunder	
Wood Chopper	
Door Knocker	
Door Knocker to Back Knuckle	
Flea	to cancel
Avoiding the Puddle	(or or)
Solar Kick	
Lifesucker	during Solar Kick or during Energy Charge
Energy Drain	during Solar Kick or during Energy Charge
Running Flea	during Flea or
Jumping Flea	during Flea or or
Slap-U-Crazy	
Deathcopter Trick	
Moonsault Slayer	
Bad Stomach	
Poison Breath	any button during Bad Stomach
Harakiri Dance	
Poison Wind	
Flash Slice	after seven hops ☆

Name	Command
Fubuki-Storm	
Tree Felling Kick	during Ninja Arts Manji Swap
Death Slash	
Desperate Scream Fist	
ZigZag	
Knee Cap	
PK Combo	
PDK Combo	
Manji-Agura Crouch	
Thousand Sensations	energy recovery during Manji-Agura Crouch
Hyuuga Cannon	during Manji-Agura Crouch
Flying Air-Attack Fist	during Death Copter
Windmill	☆
Slap-U-Silly	
Madoi-Nashi-No Confusion	
Madoi Confusion	hold
Urei-Nashi-No Grief	
Hyuuga Cannon	
Karin-Flower Wheel	 (move depletes life gauge)
Sengaku-Bukuuba	during Thousand Sensations
Continuous Hell Fist	release joystick to cut
Yoshimitsu Flash	
Yoshimitsu Blade	
Energy Charge	during side step
Energy Field	during Energy Charge
Ants in Your Pants to Kangaroo Kick	during Flea
Bronze Fist	during Poison Wind
Steel Fist	during Bronze Fist
Gold Fist	during Silver Fist
Silver Fist	during Steel Fist
Death Copter	
Stone fist	
Ninja Arts Manji Swap	
Triple Scattered Flower	

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COMBO



Tekken 3 ends. Join us next time for the remaining characters and some interesting surprises!



BUSHIDO BLADE



"This is Bushido..."

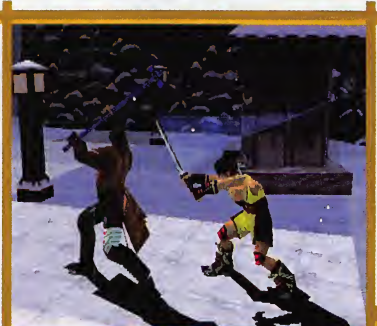
This game is all about Respect. It is the way of Bushido. To the right, you'll find some of the most common ways to lose Respect with your opponents. Guess which screenshot is the most obvious no no.

When you're playing a one player game and want to see an ending, you must obey the following: Do not strike an opponent who is talking, climbing, or who has fallen. Don't throw sand in your opponent's eyes. And most importantly, hit your opponent from the front, never from behind. To make things just a hair harder, you cannot get hit. That literally means your character shouldn't acquire any bandages throughout the game.

So what if you're not into Respect? Well, for starters, kiss those second endings good-bye (when in one player mode), but most importantly, you're not playing the game correctly. Sure you can speed finger the Triangle button, but honestly, how long is that going to hold your attention?

To keep this game fun, both players must obey the rules of *Bushido Blade* (Slightly modified from one player rules): Only strike an opponent from the front, never from behind, and don't strike an opponent who has fallen, or who is climbing a wall. Once you get used to it, you'll find that the matches last much longer, with much less 'one hitter quitters' going around. Not only this, but you'll see just how strategic this game can be when two seasoned players take the controls.

Take some time out, and study the following pages if you're not to familiar with *Bushido Blade*. And if you're a veteran, it's never too late to brush up on a few moves!



Vital points. Know the Score.



THE NECK

Though it's much more difficult to hit, it will allot a definite kill.

MID SECTION

A much easier target to hit, however only a direct hit will win you the match.



Because *Bushido Blade* is based on actual techniques, and not super hyper flamin' fireballs and spirit-moves, you've got to get familiar with a different method for dealing healthy chunks of damage on your foe.

This is where Vital Points come into play. There are three vital points (Neck, Belly, Legs), but only two will score a sure-fire kill; the Neck and Mid Section. A swift piercing blade through any of these sections will do the job, but make sure you hit well inside your opponent. Most attacks which hit at the appropriate heights have some sort of serious delay afterwards leaving you open, so it's imperative that these strikes to the job on the first try!

Parry perfect.

Correct!



Incorrect!



Where's my guard button? The Guard or Parry move is accomplished with the Square button. And as no surprise, it's quite difficult to master. The purpose for the guard or parry is to deflect your opponent's attack, and counter-strike while they are stuck in their recoil animation. If you properly time pressing the Square button to the exact moment you are about to be hit, you'll see a Green hit spark signifying a clean Parry, giving your the upperhand. Be careful; it is much more difficult to parry a heavier weapon than yours, and in most cases this will actually not work in your favor. Try to anticipate or dodge such attacks.

Don't give up!

If by chance you lose your legs in combat, don't give up! There's still plenty of hope to come out on top.

Feigning vulnerability is a good tactic, really. Now your opponent is obligated to come to you for the kill. This leaves plenty of opportunities for a perfect parry. You can also combo an approaching opponent by throwing sand in their eyes and immediately cutting them down. Or if all else fails, lay on your back and spring up at them with your sword; this has proven to be very effective. Finally, to the left is the basic techniques list for when you're in a fix, and the following pages contain a complete moves list. En garde!

COMMAND

DESCRIPTION

←/→	Move Back and Forth
↓/↑	Move Up and Down
△	High Attack
○	Mid Attack
×	Low Attack
→+	Throw Sub Weapon
→+R2	Throw Sand/Snow
R2	False Stance (Taunt)
R1	Fall on Back
□	Defend/Parry
Select	Sit Upright (Seppuku)

Rapier



Black Lotus
Sex: Male
Born: Ireland
Age: 36
Height: 186 cm
Weight: 81 kg

Weapon of
Choice:
Rapier

レイピア
重量 0.9 kg
全長 75.0 cm

HIGH POSITION

Tatcharai
△
Chushintsuki
○
Kahotsuki
×
Shirizokiganmentsuki
←+△
Suzumechirai
←+×
Hidarifumikomichushintsuki
↑+○
Migifumikomichushintsuki
↓+○
Fumikomitateharai
→→+△
Fumikomichushintsuki
→→+○
Tobikomisukulage
←→+△
Tateharaichushintsuki
△○
Chushintsukiniren
○○
Fumikomirauchi
←→+○
Mosojanome
→+R2×
Narukagamiryuhiken*Janome
→+R2R1×

MEDIUM POSITION

Gashinmentsuki
△
Yokoharai
○
Kahotsuki
×
Shirizokinadegiri
←+○
Hidarifuikomiganmentsuki
↑+△
Migifumikomiganmentsuki
↓+△
Fumikomiganmentsuki
→→+△
Fumikomichushintsuki
→→+○
Suriashiganmentsuki
←→+△
Tametsuki
←→+○
Tsukisanren
△×, △
Sanzugoe
△×, △, ○, ○
Hosojanome
→+R2×
Narukagamiryuhiken*Janome
→+R2R1×
Narukagamiryuhiken*Osoreokina
→→+△○×, ○○
Muraigure
○○, ○

LOW POSITION

Suriashiganmentsuki
△
Makigiri
○
Suriashikahotsuki
×
Sumenagashi
←+○
Shizumiashiharai
←+×
Hidarifumikomimakigiri
↑+○
Migifumikomimakigiri
↓+○
Oknatsu
→→+△
Mayoganmentsuki
→→+○
Tobikomimugui
→→+×
Sumimatoi
←→+△
Fumikomimakigiri
←→+○
Kazarisumimatoi
×○
Ganmentsukikasane
△△
Hosujanome
→+R2×
Narukagamiryuhiken*Janome
→+R2R1×

HIGH POSITION

Furiorushinuchi
△
Douchi
○
Suneuchi
×
Jagamisuneuchi
→+×
Shirizokimenuchi
←+△
Hidarikawashidouchi
↑+○
Migikawashidouchi
↓+○
Fumikomidouuchi
→→+○
Hashirifuriageuchi
←→+△
Hashiridouuchi
←→+○
Katatenenuchi
→→+△
Furiaroshimenuchisandan
△△, △
Douchigaeshi
○○

MEDIUM POSITION

Suichokuuchi
△
Nanameuchi
○
Migisoharai
×
Fugifumikomisoharai
→+×
Shirizokikozugi
←+○
Hidarikawashidouchi
↑+○
Migikawashidouchi
↓+○
Tsuki
→+○
Shiranui
→→+○
Oroshiuchi
←→+△
Nanamechisoharai
○×
Suichokuuchifurue
○△
Shiranuigaeshi
→→+△
Tsukifurue
←→+○
Narukagamiryuhiken*Okurijouchin
←→+△×, R1, ×

LOW POSITION

Chikachinanameuchi
△
Douchi
○
Suneuchi
×
Fumikomisunetsuki
→+×
Urauchi
←+○
Shirizokiyukatsuki
←+×
Hidarikawashidouchi
↑+○
Migikawashidouchi
↓+○
Ganmenuchi
←→+△
Chihoutsuki
←→+△○×
Okaneshiten
○○
Benishiten
×○
Kasumibouchi
←→+○

Naginata



Mikado
Sex: Female
Born: Kyoto
Age: 22
Height: 166.8cm
Weight: 59 kg

Weapon of
Choice:
Naginata

ナギナタ
重量 2.1 kg
全長 181.0 cm

HIGH POSITION

MEDIUM POSITION

LOW POSITION

Shinchokugiri
△
Kechigiri
○
Kaitengiri
×
Ukenagashi
←+△
Shirizokishinchokugiri
←+○
Hidarikawashidoharai
↑+○
Migikawashidoharai
↓+○
Tsukiorshi
→→+○
Suberigiri
→→+×
Arashinchokugiri
←→+○
Shinchokugyakudo
△○
Kaitentobikomitatakitsuke
×
Narukagamiryuhiken•Jigahachi
→+R2×
Narukagamiryuhiken•Janome
→+R2R1×
Narukagamiryuhiken•Kabutowari
→+R2△
Narukagamiryuhiken•Kanetataki
→+R2×
Katateshinchokugiri
←→+△

Shinchokugiri
△
Kechigiri
○
Susoharai
×
Ukenagashi
←+△
Shirizokiyoknharai
←+○
Hidarikawashidoharai
↑+○
Migikawashidoharai
↓+○
Fumikomishinchokudo
→→+△
Hashrikonomitsuki
→→+×
Shinchokutatakigiri
←→+△
Harai
←→+○
Kechigirime
○○, →+○
Haraisuki
←→+○○
Narukagamiryuhiken•Jigahachi
→+R2×
Narukagamiryuhiken•Janome
→+R2R1×
Narukagamiryuhiken•Kabutowari
→+R2△
Narukagamiryuhiken•Kanetataki
→+R2×

Shinchokugiri
△
Dogiri
○
Furiage
×
Shirizokikaitengiri
←+×
Hidarisuberkaitengiri
↑+×
Migisuberkaitengiri
↓+×
Fomikominodoki
→→+×
Hososuriage
←→+△
Futosuriage
←→+○
Jumonji
△×
Kawasemissen
×
Narukagamiryuhiken•Jigahachi
→+R2×
Narukagamiryuhiken•Janome
→+R2R1×
Narukagamiryuhiken•Kabutowashi
→+R2△
Narukagamiryuhiken•Kanetataki
→+R2×

Katana

打刀
重量 1.5kg
全長 92.0cm



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HIGH POSITION

MEDIUM POSITION

LOW POSITION

Tatakitsuke
△
Kesagiri
○
Hizakudaki
×
Shirizokitatakitsuke
←+△
Jagamihizakudaki
→+×
Hidarikawashikesagiri
↑+○
Migikawashikesagiri
↓+○
Katatetatakitsuke
←→+△
Kesagirimawashi
←→+○
Kokuzan
△△, △
Kesagirifutae
○○
Hizakudakikatetatakitsuke
×
Shinchokutatakigiri
→→+△
Narukagamiryuhiken•Kabutowari
→+R2△

Shinchokugiri
△
Kesagiri
○
Ashiharai
×
Suichokutatakitsuke
→+×
Shirizokidoharai
←+○
Hidarikawashikesazgiri
↑+○
Migikawashikesagiri
↓+○
Fumikomikubiharai
→→+○
Shinchokutatakigiri
←→+△
Suki
←→+○
Tsubameotoshi
○○, →+△
Sukudoharai
←→+○○
Narukagamiryuhiken•Kabutowari
→+R2△

Shinchokugiri
△
Wakiharai
○
Furiage
×
Shirizokihizauchi
←+×
Sunefuluchi
→+×
Hidarikawashidouchi
↑+○
Migikawashiyosegiri
↓+○
Fumikomiyosegiri
→→+○
Fumikomihizauchi
→→+×
Tobikomishinchokugiri
←→+△
Oomawashigiri
←→+○
Gyoutenzan
×
Jumonji
△×
Narukagamiryuhiken•kabutowari
→+R2△
Oborozuki
←→+△, △△△△
Orochi
×

Nodachi

野太刀
重量 1.9kg
全長 119.0cm

UTSUZEMI
Sex: Male
Born: Shimane
Age: 55
Height: 183 cm
Weight: 85 kg

Weapons of
Choice:
Katana
Nodachi

BUSHIDO BLADE - UTSUZEMI

Hammer



金槌
身長 1.5 kg
全長 83.5 cm

KANNUKI
Sex: Male
Born: Okinawa
Age: 28
Height: 191.5 cm
Weight: 90 kg
Weapons of Choice:
Hammer
Broad Sword

Broad Sword

騎士道ソード
身長 4.1 kg
全長 85.8 cm

HIGH POSITION MEDIUM POSITION LOW POSITION

Tatenaguri △	Tatenaguri △	Zenshintatenaguri △
Kesanaguri ○	Kesanaguri ○	Kaltendounaguri ○
Kaltenashinaguri ×	Ashinaguri ×	Ashikudaki ×
Shirizokitatenaguri ←+△	Shirizokiyokoharai ←+×	Shirizoklashiharai ←+×
Hidarikawashikesanaguri ↑+○	Hidarikawashikesanaguri ↑+○	Hidarikawashikaitendounaguri ↑+○
Migikawashikesanaguri ↓+○	Migikawashikesanaguri ↓+○	Migikawashikaitendounaguri ↓+○
Fumikomitenaguri →+△	Fumikomitenaguri →+△	Yokonaguri ←+○
Fumikomikesanaguri →+○	Fumikomikesanaguri →+○	Ashikudakitatenaguri ×
Fumikominaguriage →+×	Kaitentobikomitenaguri ←+△	Zensintatenaguri futae △△
Tobikomitenaguri ←+△	Mawashinaguri ←+○	Kabutowari →+R2△
Tobikomidounaguri ←+○	Kesatatenaguri ○△	Jigahachi →+R2×
Kasanetatenaguri △△, △, △	Kesazuksumi ○△, ○	Tatsumakikuzure ←+○
Kesadounaguri ○○	Kabutowari →+R2△	Mawarinoshishi ○○○○
Kabutowari →+R2△	Jigahachi →+R2×	
Jigahachi →+R2×		
Kusabikuzure →+△		

HIGH POSITION MEDIUM POSITION LOW POSITION

Noutenkudaki △	Noutenkudaki △	Zugaiwari △
Nagiharai ○	Sakotsukudaki ○	Senpugiri ○
Hizakudaki ×	Susoharai ×	Sukulage ×
Shirizokinoutenkudaki ←+△	Hidarikawashisakotsukudaki ↑+○	Uchiharai ←+○
Hidarikawashinagiharai ↑+○	Migikawashisakotsukudaki ↓+○	Shirizokhizakudaki ←+×
Migikawashinagiharai ↓+○	Fumikominoutenkudaki →+△	Hidarikawashisenpugiri ↑+○
Fumikominoutenkudaki →+△	Fumikomisakotsukudaki →+○	Migikawashisenpugiri ↓+○
Fumikominagiharai →+○	Fumikomisoharai →+×	Katatenfurioroshi →+○
Fumikominhizakudaki →+×	Mawaridou ←+○	Tobikominoutenkudaki ←+△
Tobikominoutenkudaki ←+△	Sakotsukudakinagiharai ○○	Mawarisume ←+○
Shirahae ←+○	Yakiroyuohi ○○, ×	Sugaiwarinren △△
Sulheimorohagiri ○○	Narukagamiryuhiken•Kabutowari →+R2△	Usaharainoutenkudaki ←+○△
Hizakudakilagokudaki ×	Narukagamiryuhiken•Heishiki•Jikakeshi →+R2×	Narukagamiryuhiken•Kanutowari →+R2△
Noutenkudakinrensukulage △△, ×	Karakarinuki ○○, △	Narukagamiryuhiken•Heishiki•Jigawachi →+R2×
Narukagamiryuhiken•Kabutowari →+R2△		
Narukagamiryuhiken•Heishiki•Jigahachi →+R2×		

HIGH POSITION

MEDIUM POSITION

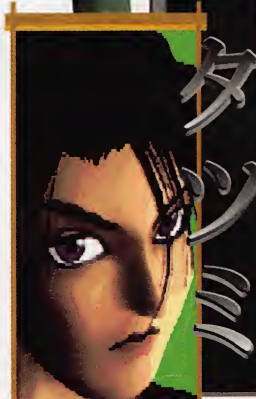
LOW POSITION

Suichiyokugiri
△
Sukuiage
○
Katateashiharai
×
Shirizokisuichokugiri
←+△
Hidarikawashisukuiage
↑+○
Migikawashisukuiage
↓+○
Fumikomisuichokugiri
→+△
Fumikomishiharai
→+×
Tobikomisuichokugiri
←+△
Katatetsuki
←+○
Suichokukatatedougiri
△○
Kamaitachi
△○
Narukagamiyuhiken•Noborumai
→+R2×
Narukagamiyuhiken•Senbontoishi
←+○○○○
Yafureguruki
→→→+○

Ganmentataki
△
Katatekechigiri
○
Katatesusoharai
×
Shirizokitataki
←+○
Hidarikawashikatatekechigiri
↑+○
Migikawashikatatekechigiri
↓+○
Shizukuryu
→→+○
Suichokutatatkitsuke
←+○
Katatesusoharikaikenkechigiri
×
Midaregiri
×
Kannogiri
○○, △
Narukagamiyuhiken•Kannogaeshi
○○, △, ×
Narukagamiyuhiken•Noborumai
→+R2×

Suichokugiri
△
Katatedougiri
○
Tsukitooshi
×
Chibakikatatsuki
←+○
Shirizokimusubi
←+×
Katateashigiri
→+×
Hidarikawashikatatedougiri
↑+○
Migikawashikatatedougiri
↓+○
Fumikomishiharai
→+×
Ninkyogiri
←+△
Homuraryu
←+○
Suichokuninkyogiri
△△
Bochitsugiri
←+×○○△
Narukagamiyuhiken•Noborumai
→+R2×
Kuchibuchi
×

Saber



Tatsumi
Sex: Male
Born: Hiroshima
Age: 16
Height: 167 cm
Weight: 65 kg

Weapon of Choice:
Saber

セイヨーツルギ
身長 12 kg
全長 72.0 cm

HIGH POSITION

MEDIUM POSITION

LOW POSITION

Suixhokugiri
△
Tsuranuki
○
Katateashiharai
×
Shizokisuichokugiri
←+△
Hidarikawashisuichokugiri
↑+△
Migikawashisuichokugiri
↓+△
Migifumikomichushintsuki
↓+○
Ninkyogiri
←+△
Fumikomikatatekaitengiri
←+○
Katatesuichokuzutsumi
←+△
Tateharaichushintsuki
△△△
Kitsutsuki
○○
Narukagamiyuhiken•Janome
→+R2R1×

Suichokugiri
△
Katatekechigiri
○
Katatesusoharai
×
Shirizokikatateyokoharai
←+○
Hidarikawashikatatekechigiri
↑+○
Migikawashikatatekegiri
↓+○
Tobikomikatemem
←+△
Tobikomikatatsuki
→+○
Katatekechigirimie
○○, ○
Sensugaeshi
△△
Narukagamiyuhiken•Janome
→+R2R1×
Tobikomiyokoharai
←+○
Ayame
→+×
Noborimai•Shinobiryuu
→+△

Ganmenuchi
△
Kurikomikaitengiri
○
Johougiri
×
Sorigiri
←+○
Shirizokijohouchi
←+×
Hidarisubarikatatekaitengiri
↑+○
Migsubarikatatekaitengiri
↓+○
Fumikomihaimenuchi
→+○
Tobikomitsukiaroshi
←+△
Shishiodoshimen
×
Chirou
←+○△
Narukagamiyuhiken•Janome
→+R2R1×

Long Sword

セイヨースWORD
身長 1.4 kg
全長 79.0 cm



Hotarubi
Sex: Female
Born: Russia
Age: 25
Height: 179.5 cm
Weight: 69 kg

Weapon of Choice:
Long Sword



Slap down cheese merchants with MF's two-part mini-guide to Capcom's most beautifully animated fighter yet!



THE ARTS OF SFIII



Welcome, one and all, to MegaFan's coverage of the arcade legend, *Street Fighter 3*. In it, you'll find the very best strategy for using the latest world warriors, along with hints on their trademark super moves and their most effective combo. In order to distance ourselves from other 'guides' to this title, we've employed the services of two tournament players who actually know the game, provided the very best screenshots imaginable (no blurred photographs here!), and checked and double-tested every single move. The result? Unmatched coverage of the best 2D fighter on the planet! And to kick-start this phenomenal fight-fest, here's a quick run-down of helpful hints that every character can use. Off to the Street Fighter dojo we go...



SUPER ARTS



You can choose one of three Super Arts... it can greatly effect the outcome of the fight. Some characters can store more than one Super, and some characters power up their Super Bar faster than others. Certain Supers are better than others for different situations. They are relatively easy to perform, usually two half circles with punch or kick ($\leftarrow \downarrow \rightarrow$ $\leftarrow \downarrow \rightarrow$ + P or K)



Each super gauge has a different length, which is the reason why some power up faster than others.

ROLLING

After a knockdown, rolling is a good way to throw off your opponent from setting up an attack. When you are knocked to the ground, tap **down** and you will roll backwards. With the exception of Sean, this is the only moment you can roll.



HIGH JUMPING



High jumping is also very important for throwing off your opponent's timing. It is performed by tapping **offensive crouch** to **forward flip** ($\downarrow \nearrow$). This is a very good move for setting up neck kicks.

PARRYING



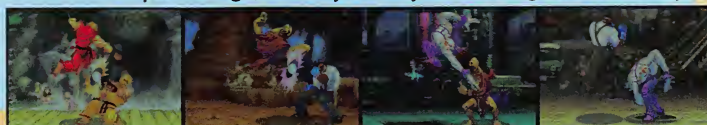
Long gone are the days of being forced to block annoying attacks. Now, with the addition of the new "parrying" technique, every move you or your opponent makes could easily backfire. At the **moment** of impact, "tap" **forward** for high attacks or attacks that hit over a ducking block, or **down** for any attacks that you can block while ducking. At this moment, your character will flash a bluish tint. You will have a split second to react with any move, combo or super of your choice. When parrying in the air, tapping **forward** will enable you to land directly next to the opponent, while parrying **down** will enable you to bound off of their attack and possibly land behind them! While parrying is most difficult technique to accomplish in the heat of battle, the patience and persistence put forth to master this technique will definitely increase your chance of victory. Real experts can even parry every hit of some Super Arts!



Parrying in the air

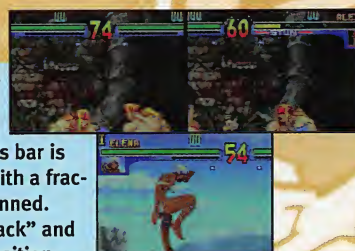
LEAP ATTACKS

These are a sure-fire way to sneak in a hit in with a leap attack ($\downarrow \downarrow$ + **any punch or kick**). Leap attacks are good for numerous reasons; they must be blocked and parried high, and they are very fast, making them extremely hard to react to. Use leap attacks to set up your character's overhead attack, after an overhead, a throw, or you can super immediately after you hit them with it.



STUN METER

Below the energy bar you will see a smaller red/pink bar. Every character has one, some have a longer bar than others, thus making those characters harder to stun. For example, Alex's stun meter is the largest in the game, whereas Elena's bar is slightly smaller. Each time you are hit, your stun meter fills with a fraction of this bar. Once it is maxed out, you will become stunned. However, there are ways of avoiding this; such as "kicking back" and relaxing until your stun meter resumes a semi-normal position.



ALEX

Alex was born in the USA currently resides in New York. A troubled youth, his parents died when he was a child, and his only mentor is Tom (his father's friend). Tom, the war veteran, runs the gym that Alex attends, and also travels to military bases to instruct soldiers in close range combat. Tom and Alex seem to get along, indeed the two of them live together along with Patricia (Alex's 14 year old daughter). Alex's surface demeanor is insensitive, and his straight-talking has lead him into numerous fights, but his inner softness and love for his daughter shine through to those who really get to know him. However, once angered, Alex is quick and powerful despite his build, using throws and punches to take an opponent down.



"YOU CAN'T ESCAPE!"

SUPER ARTS

Hyper Bomb



This is Alex's most damaging attack. With it, you should try to set up opportunities for parries while charging up. As soon as you charge the Hyper Bomb, start looking for something to parry and bombs away!!

Boomerang Raid



Despite this Super inflicting only low damage, it can be useful simply because it takes so little time to charge up and can easily be comboed. Try using this one for reversals as well.

Stun-Gun Head Butt



When used in combos, the Stun Gun Head-Butt can inflict damage comparable to the Hyper Bomb. Otherwise it is useful as an anticipation tactic against slow recovering moves such as fireballs and low sweeps.

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COMBOS



If you happen to hit the enemy with a heavy **Flash Chop**, they will be stunned for a second, enabling you to combo with a **Power Bomb** or a **Sleeper Choke**.

This is Alex's standard combo. Begin by jumping towards your opponent with a **Roundhouse**, then follow with a standing **Forward**, and then two-in-one into a final **Flash Chop**.



Anytime your foe tries to jump towards you, hit them out of the air with a low **Fierce**. If you end up trading hits, you can combo with the **Flying Knee Catch**.

STRATEGIES



This is one of the more powerful strategies for Alex. Begin by dashing forward anytime you feel the opponent will not be expecting it. Once near the opponent, an immediate Power Bomb should set them up for the next opportunity, at which time you should attempt a low parry and then follow with a Power Bomb. Another

option after the dash is to set them up with a standing short kick and then perform a Power Bomb, or once again, guess a low parry and then execute a Power Bomb. After a few successful Power Bombs, your opponent should begin to recognize the standing short and attempt to jump backwards. In that case, go for a Flying Knee Catch. Once you've got your opponent guessing, all you need to do is mix it all up...

FLASH CHOP

↓↘→ + ANY PUNCH

FLYING KNEE CATCH

→↓↘ + ANY KICK

DIVING CROSS-CHOP

↓ + FIERCE (IN THE AIR)

POWER BOMB

↓↙← + ANY PUNCH

AIR STAMPEDE

(HOLD ↓) ↑ + ANY KICK

HYPER BOMB

→↘↓↙←↖ (360°) + ANY PUNCH

BOOMERANG RAID

↓↘→↓↘→ + ANY PUNCH

STUN-GUN HEAD BUTT

↓↘→↓↘→ + ANY PUNCH



SEAN

Sean was born to a middle income family in Brazil. One quarter Japanese, Sean's instincts lead him to become fascinated by Ken's fighting style. Following him from one international tournament to another, Sean's quest was to become Ken's student. His unwavering attitude and competitive spirit meant that he never gave up, and he gained a competent but unperfected fighting style, wishing one day to unleash his own original combination attack. Finally, Ken agrees to teach Sean, and they set off on a spiritual journey. "Even if I lose today, I can still win tomorrow!" explains Sean to those questioning his dedication. This training finally pays dividends, as one day Sean exclaims, "The power of the Hado... I think I'm getting it!". With this heightened ability, Sean is nearing the power of the fighter he wants to become. Old martial artists may see their past shining in Sean's eyes...

HADOO...BURST!

SUPER ARTS

Hado Burst



Hado Burst can be used in 'footsie' when an opponent misses a big move or if you miss a technique such as low roundhouse (cancel into Hado Burst). It is also useful after dashing backwards or landing from jumps.

Shoryu Cannon



Besides opportunities such as wake ups, reversals, and landing from jumps, the Shoryu Cannon can be used as an anti-air move against 'jumpy' opponents. It can also be a two-in-one with Sean's uppercut.

Hyper Tornado



The main advantage of the Hyper Tornado is Sean becomes invincible as he rushes toward his opponent. This Super cannot be used in combos, but is useful in 'footsie', and from parries.

COMBOS



Begin by crossing up with a **Forward**, hit low **Fierce**, and then Super Cancel a **Dragon Smash** into a **Shoryu-Cannon**.



Jump at your opponent with a late **Forward**, follow up with a **Roundhouse** and then finish then with a **Sean Tackle**.

STRATEGY



Use Sean's roll against the slower characters like Dudley and Alex to get close. From there, you can either throw or parry into a combo.



When fighting at medium range, use standing forward to keep the opponent back. Any time this move connects, try to two-in-one into a medium Sean Tackle to close the distance for a throw.



Another good mid-range trick is to use standing Forward and Roundhouse to keep the enemy away. If they're impatient, they may try to dash in and attack after you miss. If you think they're about to flinch, let 'em have a Hado-Burst.

SEAN TACKLE

↓↘→ + ANY PUNCH

DRAGON SMASH

→↓↘ + ANY PUNCH

TORNADO

↓↙← + ANY KICK

ROLLING

↓↙← + ANY PUNCH

HADO BURST

↓↘→↓↘→ + ANY PUNCH

SHORYU CANNON

↓↘→↓↘→ + ANY PUNCH

HYPER TORNADO

↓↘→↓↘→ + ANY PUNCH

ELENA

The only daughter of an African tribal chief, Elena's childhood embraced the stunning and spiritual atmosphere of the Savanna. Elena's father obtained a doctorate from a French University, and Elena's dream was to study abroad like her father. Elena is an emotional woman, ever thankful to nature, and she uses Capoeira to take advantage of nature's gift, her strong and long legs. This unusual fighting technique employs dancing and legwork; perfect for catching her more masculine opponents off guard. In a crescendo of rhythmical and ceaseless movements, Elena strikes without warning and rains kicks into a foe. In the Savanna, the weak is eaten by the strong and cunning, and the strong eventually returns to the soil. Elena is a spiritual soldier for her people, with a wild side hidden behind a smile. Awaken the beast within however, and Elena strikes.



"I FEEL THE 'SPIRIT!'"

SUPER ARTS

Spinning Beat



This super is great for grounding jumpy enemies. It can also be employed into a two-in-one with her uppercut. This makes Elena a combo machine and gives her some much-needed offense, especially after parries.

Brave Dance



The Brave Dance Super can be two-in-one with the uppercut, just like the spinning beat and deals respectable damage. When Elena starts the Super, her initial rush is extremely fast. Employ this after parries.

Healing



Prime times to heal are after a throw or a trip with either low roundhouse or roundhouse slide. You can also stop Healing at any time by pressing the buttons. If your opponent 'turtles', just charge your super.

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COMBOS



For an easy five hits, perform a **Mallet Smash** and then follow up with a Roundhouse **Scratch Wheel**. Though not very practical, it is good practice for novice players.



Intermediate players should try crossing up with **Forward**, followed by standing **Short**, and then two-in-one into a **Scratch Wheel**.



Begin this combo with by Air-Chaining an early **Jab** into **Forward**. Once on the ground, two-in-one standing **Short** into a Forward **Scratch Wheel** and Super cancel into a **Spinning Beat**. Note the Air-Chain will only work on Dudley and Alex.

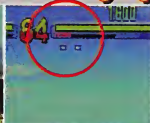
STRATEGIES



Elena's most precious attack for keeping foes away is low strong



Try to use a lot of standing roundhouses at close range. Each hit brings up the dizzy gauge by one quarter.



Standing Strong is a superior Anti-Air move. Use this in place of the Rising Beat.



To sneak in a quick heal, do a short Rhinoceros Horn and then throw your opponent if they try to go for a reversal.



You can almost always expect a counter attack immediately after an overhead. Take advantage of this with standing Roundhouse.

MALLET SMASH

↓↙← + ANY PUNCH

RHINO HORN

↓↘→ + ANY KICK

SCRATCH WHEEL

→↓↘ + ANY KICK

SPINNING BEAT

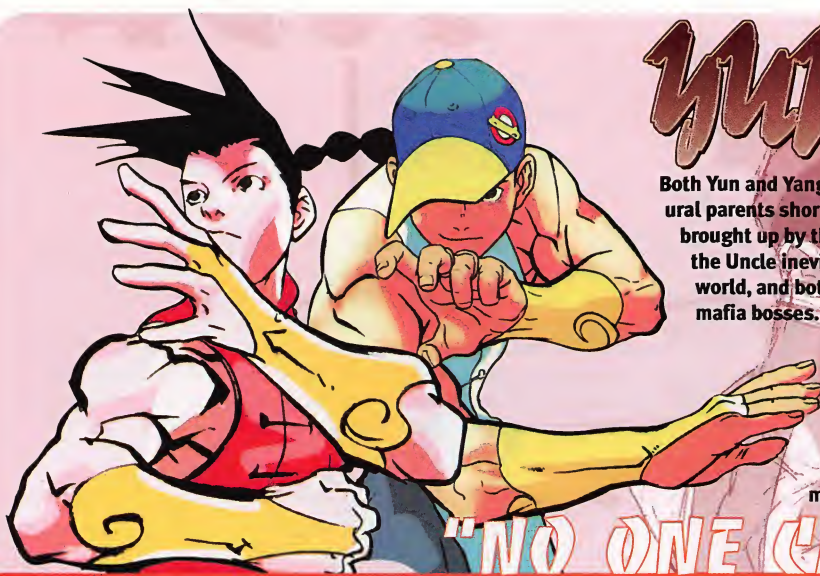
↓↘→↓↘→ + ANY KICK

BRAVE DANCE

↓↘→↓↘→ + ANY KICK

HEALING

↓↘→↓↘→ + ANY PUNCH



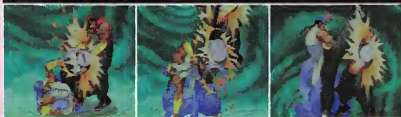
YUN & YANG

Both Yun and Yang were born in Hong Kong, separated from their natural parents shortly afterwards. Moving to Shanghai, the two were brought up by their restaurant-owning Uncle. In such a business, the Uncle inevitably came into contact with the criminal underworld, and both children were befriended by the eight powerful mafia bosses. These Godfathers helped Yun and Yang to become young leaders in the City, being taught Chinese martial arts by their grandfather. Their fighting style is to avoid a foe's attack by a quicker attack, before employing Hakkei to crush them in a single blow. Yun's techniques are a sequence of lightning-fast attacks, while Yang beats down enemies with wave-like motions.

"NO ONE CAN BEAT US!"

SUPER ARTS

Tenshin-Senkyutai



The Tenshin-Senkyutai can be comboed after landing the Dim Mak in a combo, as an air juggle (after the kick throw/after senkyutai, standing strong/after aerial jab, short, standing fierce), and reversing fireballs.

Sorai-Rengeki



This Super can be used just like the Tenshin-Senkyutai at all the same times except for reversing fireballs. The damage it deals is less than Tenshin-Senkyutai, but the Super Bar charges faster.

Genei-Jin



In addition to all the normal openings, if Genei Jin is in effect, you can start the combo by doing the short Senkyutai if your opponent jumps or going over the back and doing the roundhouse Senkyutai.

COMBOS



This is one version of Yun and Yang's monster 20+ hit combo. Launch the enemy up with standing **Forward** and immediately **High Jump** towards them with the **Jab, Short** Air Chain. Before they touch the ground, hit standing **Fierce** to bump them up a bit and quickly perform the **Genei-Jin** Super. While in Genei-Jin, juggle them with the **Dash Punch** five times to accumulate 15 hits. As soon as the Genei-Jin ends, perform a **Senkyutai** and then a standing **Strong**.



Begin this one with the **Jab, Short** Air Chain and then follow up with a standing **Fierce** two-in-one into a **Dash Punch**.

Yun and Yang's standard combo is the **Strong, Fierce, Tiger Cup** (←+ Fierce) chain two-in-one into a **Tenshin-Senkyutai**.



A fairly simple combo for Yun and Yang is a jumping **Strong** followed by the double-hit standing **Fierce** two-in-one into a **Senkyutai**.

STRATEGY



Use the Tiger Cup fake (↓↙←+ All Three Punches) against an opponent fallen in the corner. They should be startled long enough to land a grab.

After knocking down the opponent, use the short Toe Dive to land in front of them. From there, flip over and super them.

DASH PUNCH
↓↘→ + ANY PUNCH
TIGER CUP
↓↙← + ANY PUNCH
TOE DIVE
JUMP, ↘ + KICK
NECK CARTWHEEL
(WHEN CLOSE) ↓↙← + KICK
TENSHIN-SENKYUTAI
↓↘→↓↘→ + ANY KICK
SORAI RENGKEI
↓↘→↓↘→ + ANY PUNCH
GENEI-JIN
↓↘→↓↘→ + ANY PUNCH



KEN

Ken was born in Japan, but now lives in the USA with his wife Eliza and son, Mel. With his wife's permission, Ken can enter martial arts competitions, but chooses only those where Ryu also enters as they have shared a great deal together. Such is Ken's skill, that some observers have noticed rising flames in his ruthless attacks. Ryu and Ken are the best of friends, but sworn rivals, and despite Ken's family, Ken's heart and soul is still with Ryu. Ken practices every day while still thinking of his sparring partner, until finally the two meet in Japan. Suiting up in his red gi, his soul stirs and they confront each other. Without the fighting spirit, Ken cannot be himself.

"COME GET SOME!"

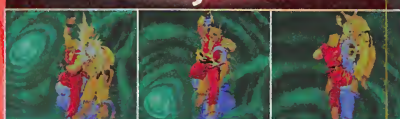
SUPER ARTS

Shoryu-Reppa



The Shoryu-Reppa can be comboed after a fireball or Dragon Punch. It can also be used as an anti-air move, for reversals, wakeups, and after landing from jumps.

Shinryu-Ken



You can combo this Super after fireballs and uppercuts to add some punch to your combos. Also, you can throw fireballs from a screen length's distance. If your opponent jumps, do the super and execute!

Shippu-Jinrai-Kyaku



This super is great in combo with fireballs and when waking up. If you have an opponent who likes to parry your fireballs and attack, throw a fireball and do the super afterwards.

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COMBOS



A useful habit to adopt is Super Cancelling a Fierce Shoryuken into either the Shoryu-Reppa or Shinryu-Ken anytime the opponent jumps. This almost nullifies any chance of parrying the Shoryu-ken.



If your opponent jumps while in the corner, hit them with a Jab Shoryu-ken to launch them up, then juggle with another Jab Shoryu-ken and quickly Super-Cancel into a Shinryu-Ken.



Begin by crossing the opponent up with a forward. Next, follow with a standing strong chained into standing fierce and then two-in-one into a jab Hado-ken. Experts can add to this by Super Cancelling the Hado-ken into a Shippu-Jinrai-Kyaku.

STRATEGIES



Instead of performing a low attack after your opponent blocks a cross-up, surprise them with a Leap Attack, and then go into a series of quick keep away moves such as low Short, then low Forward two-in-one into a Hadoken.



After you have knocked the opponent down, throw out Ken's standard Forward kick early so it whiffs over their head. If they are waiting for the overhead, you can take a step forward for a free throw.

HADO-KEN

↓↘→ + ANY PUNCH

SHORYU-KEN

→↓↘ + ANY PUNCH

TATSUMAKI-SEMPUKYAKU

↓↙← + ANY KICK

SHORYU-REPPA

↓↘→↓↘→ + ANY PUNCH

SHIN-RYU-KEN

↓↘→↓↘→ + ANY PUNCH

SHIPPU-JINRAI-KYAKU

↓↘→↓↘→ + ANY PUNCH

Join us in the next issue where the next five World Warriors go through their paces. Until then...

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Just like in *Vf3*, Akira's main objective in battle is to juggle the opponent into the air at which time he can perform the Dragon Lance. The stumble throw, followed by a single jump kick opens up a great juggle opportunity as does the surprise exchange followed by a super dashing elbow. New Akira players should practice the Dragon Lance in Training Mode.

AKIRA YUKI

DASHING ELBOW	→→ P	HIGH REVERSAL	← P+K
SUPER DASHING ELBOW	→→→ P	MID LEVEL REVERSAL	↙ P+K
LUNGING LOW BACKFIST	↘ P+K	LOW REVERSAL	↓ P+K
SHOULDER RAM	↘→ P+K	DOUBLE JUMP KICK	→→ K,K
DRAGON LANCE	↘ K+G, → P, ↔→ P+K	FIREMAN'S CARRY	↘ P+G
LOW GUARD BREAK	↓ P+G	STUMBLE THROW	←↓ P+G
SIDE BODYCHECK	↔→ P+K+G	SURPRISE EXCHANGE	↙ P+G

DRAGON LANCE
JUGGLE COMBO



USE THE SHOULDER RAM TO
KNOCK YOUR OPPONENT INTO
THE AIR (↘→ P+K)



NOW BEGIN THE
DRAGON LANCE...
(↘ K+G)



INPUT THE SECOND COM-
MAND AFTER THE LOW KICK
CONNECTS (↔→ P)



AS SOON AS YOU FINISH THE
SECOND INPUT, START THE
FINAL ONE (↔→→ P+K)

JACKY BRYANT



Jacky's multiple hit pressure combos are ideal for pecking away at your opponent's life bar. Elbow, backfist, sweep, the beat knuckle, sweep combo and the double low kick are among Jacky's most useful moves in this category. As long as you attack with combos that vary the height, you'll be keeping your opponent worried about how to block, not how to attack.

PUNT KICK	→→ K	DOUBLE JAB, KNEE BLAST	P,P→K
ELBOW, HEEL KICK	→ P,K	DOUBLE JAB, LOW KICK	P,P↓K
BEAT KNUCKLE, SWEEP COMBO	P+K,P↓K	DOUBLE LOW KICK	↘ K,K
ELBOW, BACKFIST, SWEEP	→ P,P↓K	BACKBREAKER KNEE	↘↘ P+G
LIGHTNING STORM	↙ P+K,K,K,K	TRIP AND HAMMER	→← P+G
DOUBLE MIDDLE KICK	↘ K,K	BRAIN BUSTER	P+G
SPINNING HEEL SWORD	← K+G	BULLDOG	P+G

KNEE BLAST / BEAT
KNUCKLE JUGGLE



THE KNEE BLAST WILL GET
YOUR OPPONENT AIRBORNE
(↔→ K)



WHILE THEY ARE FALLING, DO
THE BEAT KNUCKLE, SWEEP
COMBO (P+K,P,↓K)







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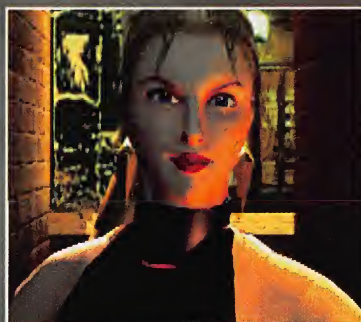


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SARAH BRYANT

TOEKICK, JACKKNIFE	↓ P+K,K	ELBOW, KNEE	→ P→ K
DRAGON CANNON	↙ K	KICKFLIP	↖ K
LEG SWEEP	↘ K+G	ILLUSION KICK	↘ K,K,K
DOUBLE HIT HIGH KICK	← K	FRONT SUPLEX	P+G
RISING KNEE COMBO	↓→ K,K	CLOTHESLINE	→→ P+G
SPINNING HEEL SWORD	← K+G	RISING KNEE SMASH	← P+G
MOONSAULT	↗ P	LEG HOLD THROW	↔→ P+G

JACKKNIFE / CANNON JUGGLE COMBO				
	ATTACK WITH THE TOEKICK, JACKKNIFE FOR THE JUGGLE (↓ P+K,K)	CONTINUED	ONCE THEY BEGIN TO FALL, EXECUTE THE DRAGON CANNON (↙ K)	ONCE THEY HAVE FALLEN, TAG THEM WITH THE KNEE POUNCE (↑ P)



Unlike her brother Jacky, Sarah's objective is to continually knock down ducking opponents with single attacks and quick combos such as the elbow, knee and the illusion kick. This should force the opponent to stand, at which time they are prone to throws. The rising knee smash and the leg hold throw are some of Sarah's more stylish throwing attacks.

PAI CHAN

SWALLOW PUNCH	→ P	LIFTING PALMS, CRANE KICK	→→ P,K
BELT STAB	← P	HIGH FRONT KICK	K
LOW JAB, PALM LIFT COMBO	↘ P,P→P	AXE KICK	K,K
JAB, JAB, STRAIGHT, FLIPKICK	P,P,P↖K	HIGH REVERSAL	← P+K
SWING SWEEP	↙ K+G	STUMBLE THROW	←↓ P+G
JABS AND SWEEP	P,P,P↖K	WRIST TOSS	↓→ P+G
LOW KICK, SWEEP	↓ K,K	FLIP OVER	↘ P+G





6 HIT CRANE KICK JUGGLE				
	USE THE FLIPOVER THROW TO GET BEHIND YOUR OPPONENT (↘ P+G)	NOW THE LOW JAB, PALM LIFT COMBO TO SEND THEM FLYING (↙ P,P,←P)	CONTINUE THE JUGGLE WITH A HIGH FRONT KICK (K)	FINISH THEM OFF WITH THE LIFTING PALMS, CRANE KICK (←← P,K)

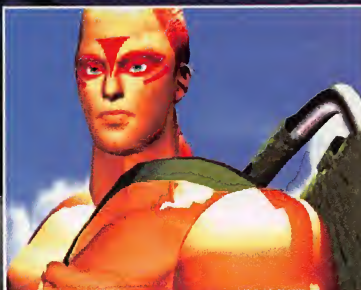


To be effective with Pai, weaving in and out of the opponent's attacking range is a must. Use side kicks (↘ K) and swallow punches to antagonize the opponent and then back up or escape with the (E) button and then attack. Whenever the challenger misses an attack, you can throw them or trip them with a swing sweep.

WOLF HAWKFIELD

GRIZZLY LARIAT	↘ P+K	CATCH	→ P+G
DRAGONFISH BLOW	→ P,P	CHANGE (AFTER CATCH)	→ P+G
TOMAHAWK CHOP	↗ P	PUSH (AFTER CHANGE)	→ P+G
KNEE BLAST	→ K	GERMAN SUPLEX (AFTER CHANGE)	P+G
SHORT SHOULDER RAM	↔→ P+K	GIANT SWING	←↙↓↘→ P+G
DROP KICK	↗ K	PILEDRIIVER	↘ P+K+G
LOW DROP KICK	→↓ K	SIDE SUPLEX	↓ P+K+G

B.B.M.'s SHORT SHOULDER JUGGLE				
	WOLF'S SHORT SHOULDER RAM WILL SEND THE CHALLENGER FLYING (↔→ P+K)	TAP PUNCH AND THEN GUARD IMMEDIATELY TO REDUCE THE RECOVERY TIME OF THE JAB (P,G)	ANOTHER SHORT SHOULDER BEFORE THEY HIT THE GROUND (↔→ P+K)	POUNCE WITH THE SUNSET FLIP ONCE THEY HAVE FALLEN (↑ K)

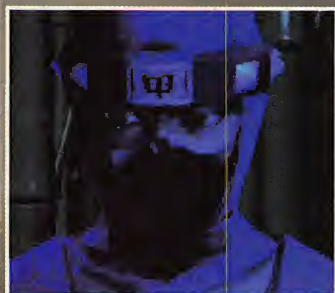


When playing Wolf, the main focus should be landing the Giant Swing on the opponent. Blocking your opponent's attacks and then countering with the swing is the most common, however, it becomes impossible against the more experienced player. Instead try escaping your opponent's attacks and then swinging them while they are still stunned.





Jeffry is a character most effective on the defensive end. The tornado hammer and knee, hammer are extremely useful against restless opponents. However, his new moves such as the Middle Hell Stab and the Kenka Upper serve as great tools to power an aggressive offense. Try antagonizing your opponent with these moves.



Since Kage was one of the most powerful characters in VF2, he has been toned down severely. Now using Kage effectively is a difficult task. Try to stay outside the enemy's attack range and hit them with twisting flash blades, heel sweeps and helixes. Any time your opponent misses a move, go for the Rising Dragon juggle or a Ten Foot Toss.



Being the weakest character in the VF series, Lion must make use of his many quick poking attacks while carefully weaving in and out of the enemy's attacking range. Although this finesse style of play very precise and skillful, it is quite difficult to achieve and can seem somewhat futile against certain power characters like Akira and Wolf.

JEFFRY McWILD

KNEE, HAMMER	← K,P	KENKA HOOK	↔ P
MIDDLE HELL STAB	→ P+K	KNEE BLAST	→ K
TRIPLE UPPERCUT	↘ P,P,P	FIREMAN'S CARRY	P+G
KICK, TOEKICK, HAMMER	K,K,P	HEADBUTT,KNEE	↔ P+G, ← P+G
KENKA UPPER	↘ P	BACK THROW	↙ P+G
LUNGING FRONT KICK	↘ K	CRUCIFIX PILEDRIVER	↘ P+G
TORNADO HAMMER	→← P	POWER BOMB	↘ P+K+G

TRIPLE UPPERCUT JUGGLE



USE THE KNEE BLAST TO FLOAT YOUR OPPONENT (→ K)



AND THEN JUGGLE THEM WITH THE TRIPLE UPPERCUT (↘ P,P,P)



CONTINUED



CONTINUED

KAGE MARU

REVERSE KICKFLIP	↘ K+G	SWAY HOOK, ROUND KICK	↙ P,K
HELI, SPIN KICK	← P,K	QUICK SWEEP	↙ K
HEEL SWEEP	←← K+G	SPINNING BACK KICK	↓ K+G
FRONT FLIPKICK	→ K+G	BLACK HOLE	↔ P+G
RISING DRAGON FIST	→↓ P	TEN FOOT TOSS	← P+G
TWISTING FLASH BLADE	↘ P+K	IZUNA DROP (AFTER T.F.T.)	↑ P+G
SPINNING CORKSCREW	→→ K+G	FLIP OVER	→ P+G

RISING DRAGON JUGGLE COMBO



GET ON THE OTHER SIDE OF YOUR OPPONENT WITH THE FLIP OVER THROW. (→ P+G)



IMMEDIATELY EXECUTE A RISING DRAGON FIST (↔↓ K,P)



HIT THEM WITH THE HELIX WHILE THEY ARE FALLING (→ P)



HEEL STOMP THE FALLEN FOE FOR THE FINAL HIT (↙ K)

LION RAFALE

LOW MANTIS STRIKE COMBO	P,P,↓ P	DUAL AXE BLADE	→→ K,K
LOW MANTIS STRIKE	↘ P+K	MANTIS UPPER	↓ P
SWEEPING HAND	↓ P+K	TURN AROUND HEEL	←← K
SPINNING MANTIS SMASH	← P,P,K	ELBOW, LUNGING POKE	→ P,P
DOUBLE LOW FINGER JAB	↓↘ P,P	LOW SPIN SWEEP	↘ K+G
LONG FINGER JABS	↙ P,P	LEG SLIDER	↘ P+G
THIGH KICK	↘ K	BODY CLIMB	↔ P+G

TURN AROUND COMBO JUGGLE



FLOAT YOUR OPPONENT WITH THE TURN AROUND HEEL (←← K)



WHILE THE ENEMY IS FALLING, TURN AROUND WITH THE REVERSE SWIPE (P+K)



FOLLOW UP WITH AN ELBOW STRIKE (→ P)



FINISH THEM WITH A LIGHT POUNCE (↑ P)



SHUN PI

DRINK	↓ P+K+G	LAY DOWN	←↙↓↘→
HIP ATTACK COMBO	→ P,P,K	DRUNKEN FOOL (LYING)	K,P,K
LOW KICK	↓ K	HANDSTAND	↑ P+K
RISING UPPER, BACKFIST	↓↘→ P,←P	LEG THROW (FROM HANDSTAND)	P+G
LOW ELBOW, SPIN SWEEP	↙ P,K	ROLL (FROM HANDSTAND)	P+K
DOUBLE KICK, BACKHAND	K,K,P	DRUNKEN ELBOWS	P+G
CARTWHEEL KICK	→→ K	ROLL OVER	↘ P+G

5 HIT RISING UPPER, BACKFIST JUGGLE






GET BEHIND YOUR OPPONENT WITH THE ROLL OVER (↙ P+G)

FLOAT THEM WITH THE RISING UPPER, BACKHAND (↓↘→ P,←P)

AND THEN ANOTHER RISING UPPER, BACKHAND (↓↘→ P,←P)

POUNCE ON THEM WITH THE FORWARD FLIP (↑ P)







Shun's power lies in the bottle. Since his most powerful moves require him to drink, at the beginning of each fight, you should make it your goal to power him up by using the drunken elbows or by drinking voluntarily (↓ P+K+G). Drinking voluntarily also serves as excellent bait for the opponent. Lure them in and then tag them with the rising uppercut.

DURAL

SPINNING BACK KICK	↓ K+G	ELBOW, FLIPKICK COMBO	P,P,→P,↖K
ELBOW, KNEE	→ P,K	HELL STAB	↓ P+K
RISING UPPER	↓↘→ P	LEG SWEEP	→↓ K
TRIPLE JUMP KICK	→→→ K+G	MANTIS SPIN SWEEP	↘ K+G
SWALLOW KICK	↗ K,K	DRUNKEN ELBOWS	P+G
JAB, JAB, HOOK	P,P,P	TEN FOOT TOSS	← P+G
ELBOW, FLIPKICK	→ P,↖K	GIANT SWING	←↙↓↘→ P+G

4 HIT RISING UPPER JUGGLE

FLOAT THE ENEMY WITH A RISING UPPER (↓↘→ P)

TAKE A STEP FORWARD AND PERFORM A QUICK JAB (→ E, P,G)

FINISH THEM OFF WITH THE ELBOW, FLIPKICK (→ P,↖K)

CONTINUED







To effectively use Dural, you must make use of all of her greatest techniques. The rising upper and the leg sweep can be used repeatedly to antagonize the foe and the elbow, knee is great for retaliating after blocking moves. Go for the giant swing anytime a throw opportunity arises. Though the motion is awkward, the damage is worth the effort.

LAU CHAN

DAIMON TRAP	↓↘↘ P,P,↓↘↘ P,P...	DRAGON TORNADO	↓ K,K,↓ K,K+G
PHOENIX LANCE FIST	→ P,←→P	DOUBLE PALM STRIKE	←→→ P
FLYING SWALLOW COMBO	←← P,↓P,P,↓K	SHOULDER CARRY	P+G
GROUND SWEEP	→↓ K	BACK DROP	← P+G
SIDEKICK, PUNCH, PALM	↘ K,→ P,←→P	FLIPOVER TOSS	←→ P+G
AIR TIGER TWIRL	↗ K	STUMBLE THROW	←↓ P+G
LOW KNIFE, FLIPKICK COMBO	↘ P,P,P,↖K	DRAGON TAKEDOWN	↘↘ P+G

7 HIT FLYING SWALLOW JUGGLE

IF YOUR OPPONENT ATTACKS DURING THE DAIMON TRAP, THEY'LL BE FLOATED (↓↘↘ P,P,P,...)

AS THEY ARE FALLING, FOLLOW UP WITH THE FLYING SWALLOW COMBO

(←←P,↓P,P,P,↓K)

CONTINUED



Lau's strategy revolves around the DaiMon Trap which forces any blocking opponent to stand up. Opponents familiar with this trap know that anytime they try to attack during this pattern, they will be floated, so they tend to exercise caution. Ground Sweeps and Elbow Strikes mixed up with the DaiMon Trap serve as a fierce offense.



Raxel's biggest asset is his ability to fight in close as well as from a distance. For close range combat, try using the Light Hand combo and Double Upper. From far away, the Death Spin Thrust and the sliding kick are ideal for keeping your opponent guessing. Varying between these two styles can be extremely devastating if used correctly.



Tokio style is loaded with rapid pressure combos that are ideal for keeping the enemy at bay. The catapult middle, lightning arrow and the reactor combo should be constantly mixed up to keep the pressure on. Just keep moving around and don't let your opponent rest. The fastest way to lose with Tokio is to stand still.



Similar to Tokio, Grace can be a difficult character to beat when used correctly. Using the Crossstep Launch, Battan Leg, and the Short Spin is a must. The Deep Slap and Blockbuster are also useful, but should mainly be saved for defensive situations. Be tricky. Vary your attack levels so your opponent doesn't catch on.

RAXEL

DEATH SPIN THRUST	→↓↘ P,→P	DEATH SPIN COMBO	↘ K,P,→K+G
LIGHT HAND	→ P,P,P	SLIDING KICK	↓ K+G
GUITAR THRUST	↑ G,↓P	WALL SQUASH	P+G
DEATH SPIN SLASH	→K+G,↓↘→K	WALL THROW (REAR THROW)	P+G
DOUBLE UPPER	↘ P,P	DEATH CANNON	→→ P+G
FLYING SCREW	↘↘ P,P	DANGEROUS NOISE	←→ P+G
MOTOR CREW	↘ K,P	DETROIT LOCKDOWN	↑ G,↓P+G

DRAGON LANCE JUGGLE COMBO

BLOCK AN OPPONENT'S ATTACK AND COUNTER WITH A STRETCH KICK (← K+G)

THEN JUGGLE WITH A DEATH SPIN THRUST (→↓↘ P,→P)

CONTINUED

FINISH WITH A LIGHT POUNCE (↑ P)

TOKIO

STARLIGHT DANCER	↘ K+G,→K	HEEL DROP	↑ G,↓ K
OPEN ELBOW	→ P	TRIPLE LOW SPIN	↓ K+G,↓K,K
BELLY FLOP	→↓ P+K+G	REACTOR COMBO	K,P,P,P,↓K
CATAPULT MIDDLE	↘ K+G,↘K	BACK WALL RUSH	P+G
LIGHTNING ARROW	→ P,P,↓P	SHOULDER THROW	→← P+G
DOUBLE CROUCHING KICK	↘ K,K,→ K	+++++++	←→→ P+G
ROCKET KICK	↑↓ K	NECK SLASHING (REAR THROW)	P+G

5 HIT REACTOR JUGGLE COMBO

KNOCK THE OPPONENT INTO THE AIR WITH AN UPPERCUT (↗ P)

NOW JUGGLE WITH A REACTOR COMBO (K,P,P,P,↓K)

CONTINUED

CONTINUED

GRACE

SHOULDER TACKLE (RUNNING)	P+G	LEG LAUNCH	↘↘ K
BLOCKBUSTER	← K	BREADSLASHER	↑ G,↓K
CROSSBREAD LAUNCH	K+G,→K,K	GUARD AND ATTACK	← K,← K
BATTAN LEG	P,K,K	DEEP SLAP	→→ P
CROSSSTEP LAUNCH	K+G,K,K	WALL THROW	P+G
CROSSBREAD LAUNCH 2	K+G,↘K,K	SHOULDER TOSS	↓← P+G
SHORT SPIN 5	↘ K+G,K,K,K,K	BACK SUPLEX (REAR THROW)	P+G

ROLLER SHASH JUGGLE COMBO

USE THE CROSSSTEP LAUNCH FOR AN EASY JUGGLE (K+G,K,K)

CONTINUED

BEFORE THEY LAND, HIT THEM WITH A DOUBLE ROLLER SLASH (→ K+G,K)

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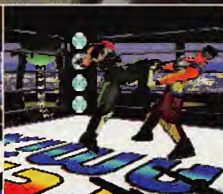
JANE

WALL SCRATCH (NEAR A WALL)	P,P,P	MIDDLE SPIN KICK	↘ K
RAID KNEE COMBO	P,P,→K	UPPERCUT	↘ P
POWER SMASH	→→ P	KNEE LAUNCHER	↓→ K
LOW TORNADO PUNCH	→↓↘ P	LOW KNUCKLE, SPIN KICK	↓ P,K
TWO HAND BASH	↓→ P	BRAIN BUSTER	→↓ P+G
TORNADO PUNCH	←↙↓↘→ P	KNEE LAUNCH (THROW)	←↙↓↘→ K+G,↓→K
DOUBLE LOW SPIN KICK	↓ K+G,↓K	NECK DROP (REAR THROW)	P+G

3 HIT DASHING KNEE JUGGLE



KNOCK YOUR ENEMY INTO THE AIR WITH A HEAVY UPPER (↘ P+K)



THEN TAG THEM WITH A RUNNING KNEE STRIKE (→ E,K)



FINISH THE COMBO WITH A LIGHT POUNCE (↑ P)



Jane is best played as a defensive character. Even though you can create a good guessing game with the high and low Tornado Hammers, sitting back and countering your opponent's attacks is more reliable. Try using the low knuckle and low spin kicks to get your opponent to guard the legs and then attack them high with uppercuts and knee launches.

SANMAN

BOOST KICK	P,↘P,K	1. MAXIMUM OVERDRIVE	→↘↓↙← P+G,...
POWER KNOCK	←↑ P	2. (MULTI PART THROW)	→← P+G,→← P+G,...
FISSION GENERATOR	→ P,P,P,P,P	3. (CONTINUED)	←↓→↑→ P+G
DOUBLE PEACH BUMP	P+K+G,P+K+G	BIG SWING (THROW)	←↙↓↘→ P
ELBOW SMASH	→→ P	BIG SWING ZIONA (FALLEN FOE)	←↙↓↘→ P
DOUBLE UPPER, PEACH	↘ P,P,K	JACKKNIFE	↘ P+G
LEG THROW (THROW)	↓ K+G	TWO LION HUG	→← P+G,←→ P+G

BIG SWING GROUND COMBO



COUNTER YOUR OPPONENTS ATTACK WITH A DOUBLE UPPER, PEACH (↘ P,P,K)



CONTINUED



CONTINUED



WHEN THEY HIT THE GROUND, GO FOR A BIG SWING (←↙↓↘→ P)



Sanman's power lies in his throws. Particularly, the Maximum Overdrive and the ground version of the big swing are necessary for victory. His Boost Kick, Elbow Smash and Fission Generator are simply there to camouflage throw attempts. A good technique is to develop a simple pattern of attacks that forces your enemy to block. Once they get used to blocking, sneak in your throws.

PICKY

KICKFLIP COMBO (RUNNING)	P+K+G,↓K	UPPERCUT, HIGH SPIN	↘ P,K
SKIPPING KNEE	↓→ K+G	OVERHEAD BASH	↖ G,↘P
SPINNING KNEE COMBO	P,P,→K,K	TOE AND HIGH KICK	↓ K,K
TAIL KICK COMBO	P,↓K	LEG SLIDE, MULE KICK	↓ P+K+G,← K
HOPPING KNEE	K+G	OVERHEAD CANNON	←→ P+G
HIGH SPIN KICK	↓↘→ K	PICKY AERIAL (AIR THROW)	← P+K+G
BOARD SLAP	←→→ P	BACK SUPLEX (REAR THROW)	P+G

6 HIT SPINNING KNEE JUGGLE



AFTER BLOCKING AN ATTACK, RETALIATE WITH A SPINNING KNEE COMBO (P,P,→K,K)



CONTINUED



WHILE THEY ARE FALLING, CATCH THEM WITH AN UPPERCUT, HIGH SPIN (↘ P,K)



CONTINUED



For picky, distance is the key. You should practice staying outside your opponent's range and attack constantly with Tail Kick combos until your opponent becomes frustrated. This bait serves as a useful setup for Board Slaps and Spinning Knee combos. If the opponent gets too close at any time, the Uppercut, High Spin is good for backing them off.





Just like Mahler, B.M. must utilize all of his combos and constantly be on the attack. Really, the only difference between Mahler and B.M. is how to execute some of the moves and the amount of damage between their attacks.

RISING CAT UPPER	→↓↘P	CHAIN REACTION	P,P,P→K
CAT SLAP	→→P	CAT UPPER	↘P
CAT STAB	P+K	HIGH KICK	K+G
HONEY TACKLE	↘↘P	HONEY DDT	→↓P+G
DOUBLE LOW KICK, TACKLE	↓K,K,↓P	GO TO HEAVEN	K→P+G
CAT BLOW	↓↓K+G	SWALLOW TWIST	↔P+G
DOUBLE PEACH ATTACK	P+K+G,P+K+G	HONEY AERIAL (AIR THROW)	(JUMP)←P+K+G

SLIDE THROUGH YOUR OPPONENTS LEGS WITH THE CAT SLIDE (↓ P+K+G)	SEND THEM FLYING WITH A CAT UPPER (↘ P)	AND THEN JUGGLE THEM WITH A REVERSE TOEKICK COMBO (P,P,P,K)	CONTINUED
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ULTIMATE GRAVE DIGGER	P,P→K,P→P,←↓→P	HURRICANE PUNCH	←↙↘→P
GRAVE DIGGER	P,P→K,P→P→P	GUST OF RAGE	←→→P
DOUBLE HIGH KICK COMBO	P,P→K,K	LONG HIGH KICK	→K
DARK PARADE	↙K,K,P,P	BRAIN BUSTER	↓P+G
MID DOUBLE AXE	↘K,→K	BLACK RAINBOW	←→←P+G
HIGH DOUBLE REVOLUTION	K+G,K	BODY LIFT	←↙↘→P+G
LOW DOUBLE REVOLUTION	K+G,↓K	BLACK HOLE (AIR THROW)	JUMP←P+K+G

MALHER'S UPPERCUT COMBO WILL SEND THE ENEMY FLYING (P,P,P)	CONTINUED	WHILE THEY ARE STILL FALLING, EXECUTE HIS DOUB- LE KICK COMBO (P,P,→K,K)	CONTINUED
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ULTIMATE GRAVE DIGGER	P,P→K,P→P,←→P	ANKLE CROSS	↑ G, ↓ K,K
GRAVE DIGGER	P,P→K,P→P→P	CROSS DESTRUCTION	↑ G, ↓ K,K,K,P
DOUBLE HIGH KICK COMBO	P,P→K,K	GUST OF RAGE	←→→P
DARK PARADE	↙ K,K,P,P	WALL THROW	P+G
MID DOUBLE AXE	↘ K,→K	BRAIN BUSTER	↓ P+G
HIGH DOUBLE REVOLUTION	K+G,K	BLACK RAINBOW	←→←P+G
LOW DOUBLE REVOLUTION	K+G, ↓K	GERMAN SUPLEX (REAR THROW)	P+G

START THE COMBO WITH AN ANKLE CROSS NEAR A WALL (↑ G, ↓ K)	CONTINUED	THEN JUGGLE THEM AGAINST THE WALL WITH A HIGH KICK, UPPER COMBO (K,P,P,P)	CONTINUED
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BAHN

DASHING ELBOW	→→ P	UPPERCUT	↘ P
DOUBLE DASHING ELBOW	→→ P→P	DOUBLE DRAGON PUNCH	→↓↘ P, →↓↘ P
BODYCHECK	←→→ P+K	ROUND KICK	→→ K
DEEP ELBOW SMASH	←→ P	QUICK ROUND KICK	K
ELBOW, BODYCHECK	→→ P, ←→ P+K	HEAD BUTT	→ P+K+G
SUPER BODY SMASH	↓↘→ P	WALL THROW	← P+G
LOW BACKHAND	↘↓↘ P	HEAD SMASH	↙→ P+G

ELBOW, BODY-CHECK JUGGLE



UPPERCUT YOUR OPPONENT INTO THE AIR TO BEGIN THE COMBO (↘ P)



THEN TAG THEM WITH A QUICK JAB (P,G)



AND FINISH WITH THE ELBOW, BODYCHECK (→→ P, ←→ P+K)



CONTINUED



Air juggle combos makes Bahn a fearsome character. Therefore, whenever playing him, you should make it your goal to send your opponent flying with uppercuts and nail them with a bodychecks. Once the opponent is in fear of being floated by an uppercut, they'll leave their legs open for low backhands.

JANET MARSHAL

UPPERCUT	↘ P	LOW SWEEP COMBO	P,P,P,↘ K
ELBOW SMASH	↘ P+K	HIGH COUNTERSTRIKE	← P+K
SLAP, SPINNING ELBOW	→ P+K, → P	LOW COUNTERSTRIKE	↓ P+K
ELBOW, SPINNING ELBOW	→ P, → P	RIDGE HAND	P+G
LOW SPIN SWEEP	↘ K+G	ROLL OVER	← P+G
AXE KICK	K,K	WRIST MANIPULATION	↘ P+G
LUNGING KNEE COMBO	P,P,P,K	GUN BLAST	(←→ P+K) x 3

DOUBLE JUMP KICK JUGGLE



SEND THE OPPONENT FLYING WITH AN UPPER CUT (↘ P)



UNLOAD A CLIP ON YOUR VICTIM WITH HER LUNGING KNEE COMBO (P,P,P,K)



CONTINUED



CONTINUED



Janet plays almost like Aoi from VF3 minus a few moves and guard cancelling. Despite these minor drawbacks, Janet still can be considered one of the most powerful in the Megamix due to the severe damage inflicted by her gun. Try not to overuse the gun blast, but instead, fire when you feel the opponent is getting impatient and will make a foolish move.

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SIBA

MEDIAM ROUX	↑ G, ↓ P+K	DEGURE XUXU	↘ K
KELTAMEN SHILGRARE	↑ G, ↓ P+K, →→ P, ←→ P	DEFENJOH GRADIUS	↘ P
COKSA FEEMUR	↓ K	OOSAH KAPTEEZ	P+K+G
PUGIRA TOZZ	→→ P+K,P,P,K	ANSEL	↓↑ K
ALUS GRADEE	→→ P	RUKTAA TEOH	P+G
SANKU TEEOH	←→ P	PREHENDREE (SIDE THROW)	P+G
CUBITOHM	→ P	SUPINA DROSH (REAR THROW)	P+G

BASIC 5 HIT JUGGLE COMBO



DEFENJOH GRADIUS IS SIBA'S UPPER CUT. USE IT TO FLOAT YOUR FOE (↘ P)



AND THEN JUGGLE WITH THE PUGIRA TOZZ SPIN KICK COMBO (→→ P+K,P,P,K)



CONTINUED



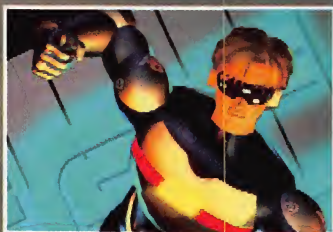
CONTINUED



Siba has four extremely important moves. Coksa Feemur, a kick to the legs which is very fast and knocks down if hits. And his three sword slashes which cannot be blocked (Mediam Roux, Alus Gradee and Sanku Teeoh). Incorporating these moves into your game is vital. Be aggressive, but don't be foolish. Siba's sword will break if he gets hit too many times.



An instantly recognizable c(h)aracter with an odd style and selection of moves (Akira's Iron Mountain !?). First things first, bust off Hornet's (Super Ignition) armor for an instant move list increase. This will allow you to use the other moves we've listed. Sega takes care of their own, and accordingly have given Hornet an excellent selection of moves from the two main characters: Akira and Bahn. He can be played in a similar way...aggressive power move patterns.



A rental hero? Anyway, all heroes have a great mental dilemma weighing upon their shoulders as they battle supervillians. His is to beat his opponent quickly (before his suit's batteries die) or be abused like the devoid of skill child he is. The RAH suit allows him to accomplish the task with moves borrowed from Tokio and his Dragon Thunder move. Knock the ruffian down; then Dragon Thunder 'em until death!



Cute, hyper, and a pyrotechnical prodigy, our pointy beaked friend Bean is a frantic and explosively hazardous fighter added to the (Mega)mix. Remain a blur. Set of some fireworks...this is Bean's strategy in brief. His (her?) main attack is the Beak Straight or Beak Attack (PPPPP). At farther range, his bomb toss techniques are effective at spoiling your enemy's plans. Since his throws only work against Sonic characters concentrate on using d/f+P and b+P+K to initiate juggle combos.

HORNET

SUPER IGNITION	← P+K	LEG SKID	← ↘ P
WHEEL LICK	→ P	IRON MOUNTAIN	← → → P+K
FIRE UPPERCUT	↘ P	RIGHT BREAK DOWN	↓ P+K
ELBOW COMBO	→ → P → P	DEMON BANE	↙ (HOLD) ↘ K
ELBOW IRON MOUNTAIN	→ → P ← → P+K	SLOW DOWN	← P+G
SPIRIT ELBOW	← → P	TOTAL POWER DESTRUCTION	↙ → P+G
DOUBLE DRAGON UPPERCUT	→ ↓ ↘ P → ↓ ↘ P	SUPER TRIPLE BLADE	← → P+K+G



BURN RUBBER WHILE HITTING YOUR OPPONENT WITH A FIRE UPPERCUT (↘ P)



SHOW OFF YOUR SKILLS AND SKIDS WITH THE DRAGON DOUBLE UPPERCUT



CONTINUED



RUB 'EM INTO THE GROUND WITH HIS FINAL THRUST (ENEMY DOWN, ↓ P,P)

RENT A HERO

P.P. UPPERCUT THUNDER	PPP ↓ ↘ → P	RENTAL THUNDER KICK	↑ G ↓ K ↓ ↘ → P
BELLY FLOP PUNCH	→ ↓ P+K+GP	LOW KICK THUNDER COMBO	PP ↑ K ↓ ↘ → P
GALACTIC ELBOW CANNON THUNDER	↘ P+K	LOW THUNDER	↓ K ↓ ↘ → P
ENERGY UPPERCUT THUNDER	→ PP ↓ ↘ → P	RENT A SWEEP	↓ K+G
DRAGON THUNDER	↓ ↘ → P	BACK WALL THROW	← P+G
DAIJO V COMBO	PPK	ASTRO THROW	→ ← P+G
MAZINDA'S Z COMBO	↘ K → K	MEGA LOW THROW	→ ← P+K+G



ROCKET YOUR OPPONENT INTO ORBIT WITH THE ENERGY UPPERCUT (↘ P)



NOW SAVE THE CITIZENS WITH THE GLORIOUS GALACTIC ELBOW CANNON THUNDER



CONTINUED



CONTINUED

BEAN

WOODPECKER	PPPPPP	HIGH REVERSAL	← P+K
WOODPECKER PUNCH	→ P.P.P.P.P	MID LEVEL REVERSAL	↙ P+K
WIND UP PUNCH, BOMB	→ P,P	LOW REVERSAL	↓ P+K
BOMB TOSS	→ → P	DOUBLE JUMP KICK	→ → K,K
UPPERCUT, BOMB	↘ P,P	FIREMAN'S CARRY	↘ P+G
JUMPING PUNCH	↑ P	STUMBLE THROW	← ↓ P+G
NOSE DIVE	↑ P	SURPRISE EXCHANGE	↙ P+G



GET 'EM FLYING WITH BEAN'S ROLLING UPPERCUT (↘ P)



SPRIGHTLY DASH FORWARD AND NICK HIM WITH THE HYPER START (← P+K)







MAKE THE APPROPRIATE SOUND EFFECTS AS YOU CONNECT WITH A HORSE KICK (→ → K)



BLAST THEM WHEN THEY'RE DOWN WITH HIS BOMB THROW (ENEMY DOWN) ↓ P)

KUMA CHAN

POKA POKA DON	P,P,P	PUNCH 2001	← P
HAPPY BARREL	P,↘P,→P+G	KICK 2001	← K
DEATH AND DART	→P,P,P,P,P,P,P	YAMAGOYA THROW	P+G
OX ATTACK	→→ P	WAY OF THE BEAST	→↘↓↙← P+G
SALMON HUNTING	↓ P+K+G,P+G	BEAR HUG PT. 1	→← P+G
YAN YAN YAN	←→ P,P,P	PT. 2 (AFTER BEAR HUG)	←← P+G
GOODNIGHT	JUMP+P	WILD ANIMAL	↓← P+G





KUMA CHAN MULTI PART THROW				
	START THE MULTI PART THROW WITH THIS INPUT (→↘↓↙← P+G)	AS SOON AS YOU GRAB THE OPPONENT, INPUT THE SECOND PART (←→ P+G)	WAIT ONE SECOND AND THEN INPUT THE FINAL COMMAND (←→ P+G)	GROOOO!!

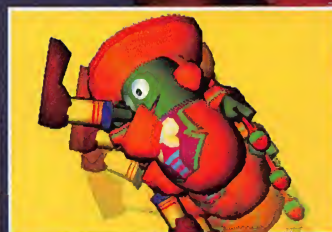


KumaChan is easily the most annoying character to play against. His obscure attacks are difficult to guard against and his size and movement frequently confuse the enemy's perception of range. Use this knowledge to your advantage and try to be annoying as possible. Whenever you can, go for his multi-part throw.

DEKU

DEKU PUNCH	P	DEKU FALL	↑ (hold) P
DEKU ELBOW	→ P	DEKU MIDDLEKICK	↘K
DEKU UPPERCUT	↘ P	DEKU KNEE	→K
DEKU UPPERCUT UPPERCUT	↘ PP	DEKU SPLITS	↓ K
DEKU HAMMER	↓ P+K+G	DEKU JUMP HAMMER	↑ P
DEKU THE VIOLENCE	←↙↓↘→ P+K+G	DEKU ROLLING SOBAT	↑ K
DEKU LOW PUNCH	↓ P	DEKU BEAR HUG	→← P+G





			
FIRST, KNOCK YOUR OPPONENT OFF HIS HEAVY FEET WITH A STANDING KICK (K)	GIVE THE SPECTATORS A SHOW AND YOUR OPPONENT SOME PAIN WITH THE DEKU SPLITS (↓ K)	NOW, BEFORE YOUR DANCE PARTNER AWAKES, BEGIN A BIG POUNCE (↑)	SPLAT!



Some people take the Mardi Gras a tad too seriously. Deku may care more about being the life of the party more than fighting; since his goofy moves are a tad sad. His juggling techniques are nonexistent, and best fighting moves are funnier than they are effective. Use throws when you have the chance. Otherwise, in a random fashion, use his Deku Uppercut Uppercut, Deku the Violence, or Deku splits (and hope for a quick beating so you can change characters!)

BARK

ONE-TWO GUN!	PP↓P	TORNADO SPIN	P+K
TRIPLE CANADIAN KISS	→ PPP	TIMBER SPIN	→ P+K
LOW HOOK	↘ P+K	HYPER START	← P+K
GUARD & ATTACK	→ (HOLD) PP	BEAR TOUCHDOWN	→→ P+K+G
DOUBLE POWER PUNCH	←P	TAKE THAT & THAT	←→ P+G
SHOT PUNCH	↓ PP	BACK STRIKE	↘↘ P+G
BARK ELBOW COMBO	←→ PP	GIANT SWING	←↙↓↘→ P+G

			
WITH THE POWER OF AN ABOMINABLE SNOWMAN, BARK UPPERCUT (↘ P) YOUR OPPONENT	FOLLOW THAT UP WITH HIS DOUBLE POWER PUNCH (↓ P,P)	CONTINUED	NOW SQUASH YOUR ENEMY INTO TASTY FROZEN MORSELS WITH HIS POUNCE (↑)



Big, bad, Bark. Well, all Bark and no bite would be a more accurate description of our slow footed friend. Bark is a power character, but he doesn't get much chance to use it due to his tree like speed, or lack thereof. He is especially weak against non-Sonic characters, which he is unable to throw. His strengths are his hook combos, spinning clothesline moves, Shot Punch, and Canadian Kiss. Use these moves with good judgment.





Suikoden

幻想水滸伝

62

SUIKODEN - INTRODUCTION

Full Character Guide

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*Even at his most powerless,
man's existence is never without meaning.*

Welcome to the character guide for what may be the best traditional RPG of all time - Konami's Suikoden. Rather than doing a generic strategy guide (dungeon maps and such) we decided to reveal the location of each and every of the game's 108 characters; a much more important aspect of the game. However, it must be mentioned that the characters are listed in the order you meet them in the game - not necessarily the order you can actually get them in your party. The "LV." in the upper-right corner of the info boxes represents the level of your castle, which increases depending on how many members you have. Certain characters can only be gained when your castle reaches a certain level. Enjoy!

Castle Levels

LV.1 - 1

LV.2 - 25

LV.3 - 45

LV.4 - 90

These numbers
represent no. of
army members

Character Info Box Legend



Main Character

The Main Character very well may be the easiest character in the game to get. Why? Because you don't have to get him! That's right!! He's there from the very beginning of the game! Why, you ask? Because he's the Main Character!!



Location: Grainster Palace

1 - Character Portrait

2 - Character Name

3 - Character Level

4 - Character
Description Text

5 - Character Location
Screenshot(s)

6 - Character Location





Gremio

LV.1

Gremio will be the first number of the 108 Stars to join your party (after the ill-fated Ted) near the beginning of the game in Gregminster. He has to be in your venturing party until mid-way through the game.



Location: Gregminster, Ted's House



Cleo

LV.1

Cleo is the third character to join up, and... ah... well, you don't have to do anything to get her, and... and by the end of the game she'll have mass magic points, and... ah... Cleo! Give her a hand! All right!



Location: Gregminster, Ted's House



Viktor

LV.1

Viktor will join you shortly after Ted is captured. After encountering him in Marie's inn, leave, walk north, and talk to him. He's a valuable team member who should stay in your venturing party right up to the end.



Location: Gregminster



Camille

LV.1

When you get to Kaka, go to the bar and speak with Camille, in the upper-left corner. After an amusing event with Gremio, she'll join you. She's fairly weak in battles, and my advice is to drop her for stronger characters ASAP.



Location: Kaka, Bar



Pahn

LV.1

Pahn is the only character in the game you need to get three times. He joins you the first time automatically. After you defeat Kraze in Kouan, just talk to him and he'll join; the final time get Pahn to Level 35 or so to defeat Teo in a duel near the middle of the game. The secret to beating Teo is waiting till he unleashes a Desperate Attack, then simply guarding. Teo should repeat the Desperate Attack over and over... just keep blocking!



Locations: Gregminster, Kouan, & Battle With Teo



Tai Ho

LV.1

After getting Camille, go down to the bar's basement, talk to him, and play dice. If you win, he'll join your party. He isn't very effective in battles, but unfortunately he has to be in your party at a few key parts of the game.



Location: Kaka, Below Bar



Yam Koo

LV.1

After beating Tai Ho at dice, you essentially get Yam Koo, although he won't be selectable as a party member until you gain the castle of Toran. My advice: Don't put him in your party until you have to, when you get Anji, Kanak and Leonardo.



Location: Kaka, Below Bar



Marie

LV.1

After gaining your castle, go to the inn in Seika and talk to Marie, who you met briefly in Gregminster. She'll join you and build an extremely useful free inn inside your headquarters.



Location: Seika, Inn



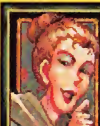
Antonio

LV.1

At some point early in the game, Marie at the inn in your castle will tell you she needs a cook. Go to the inn in Seika and talk to Antonio. He'll join.



Location: Seika, Inn



Onil

LV.1

Once you have your castle, talk to Onil, whose house can be found in the middle part of Seika. She'll join. If you ever forget what quest you're on during the course of the game, talk to Onil; she'll give you a clue.



Location: Seika, Onil's House



Mathiu Silverberg LV.1

Odessa will ask you to give her earrings to a man named Mathiu living in Seika. You will try to convince him to join, but he won't formally become the Military Strategist of your army until you get Toran Castle.



Location: Seika, Mathiu's House

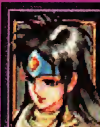


Kai LV.1

Kai was once the main character's stick-fighting teacher, and combined they can do the ultra-useful "Master and Pupil Beat" attack, which hits every enemy on screen. To get him to join, go to Garan Bridge and simply talk to him.



Location: Garan Bridge



Lorelai LV.1

Lorelai can be found at the inn in Kouan, but she won't join you until much later. To recruit her, return to Kouan at Level 25 or above, then speak to her. She'll size you up and then join. Not too useful in battles, but she sure looks cool!



Location: Kouan, Inn



Krin LV.1

Krin will join when he helps you break into Lepant's house in Kouan to steal the Kirinji. He SUCKS in battles, but towards the end of the game, unfortunately, you have to have him in your party for quite a while. Useful as spy in army battles.



Location: Kouan, Inn



Giovanni LV.1

Giovanni is the doorkeeper at Lepant's house in Kouan. He'll join you with zero fanfare when you recruit Lepant. He's useless other than spying/stealing in army battles. Fun stuff!



Location: Kouan, Lepant's House

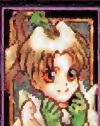


Chandler LV.1

Chandler the roving item salesman can be found on the south side of the Fortress of Kwaba. To recruit him, simply talk to him. He'll build a useful item shop in your HQ that gets different items as you encounter them in towns.



Location: Fortress of Kwaba South



Meg LV.1

Meg is trying to find her uncle Juppo outside of the inn in Kaku. To get her to join your army, form a venturing party with Juppo in it and talk to her. If you find a Trick Rune and equip her with it, she becomes a powerful force in battle.



Location: Kaku, Northeast



Sergei LV.1

You can find Sergei the failed inventor inside the bar in Kaku. To get him to join, talk to him... he'll build what is probably the most useful thing in your castle, the elevator!

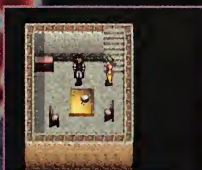


Location: Kaku, Bar



Gaspar LV.2

Gaspar will appear beneath the bar at Kaku as soon as you've got Tai Ho and Yam Koo. As soon as your castle reaches Level 2, talk to him and beat him at dice. He'll join you and set up his dice game in your castle.



Location: Kaku, Below Bar



Luc LV.1

Once you get your castle, Leknaat the Seer will appear and grant Luc to you as a gift. He sucks in regular battles, but in your first few army battles he's indispensable as a magic user.



Location: Your Castle



Rock LV.1

Rock can be found inside Lepant's house in Kouan. To get him to join, just talk to him. He'll set up shop in your castle as the keeper of the warehouse. If you have items to store, talk to him.



Location: Kouan, Lepant's House

**MATHIU SILVERBERG, KAI, LORELAI, KRIN, GIOVANNI,
CHANDLER, MEG, SERGEI, GASPAR, LUC, ROCK**



Juppo LV.1

You'll meet Juppo the Trickster while you're burglarizing Lepant's house in Kouan. Just talk to him and he'll join. He's fairly powerful in battles because of his Trick Rune... it does 1.5 damage with no penalties.



Location: Kouan, Lepant's House



Lepant LV.1

When you're fighting against Kraze he'll join your party. To get him to join your army simply talk to him when the dust settles. He's a good attacker in battles and very powerful (with the rest of his family) in army skirmishes.



Location: Kouan, Kraze's House



Eileen LV.1

When Lepant joins you at Kraze's house, Eileen will join as well. She and Lepant in battles together are useful with their Husband-and-Wife Attack. At high levels she gets a large amount of magic points, too.



Location: Kouan, Kraze's House




Varkas LV.1

Remember Varkas? He and Sydonia will join you after the Kraze incident in Kaku. Just go to the first floor of your castle... they'll be waiting.




Location: Your Castle



Sydonia LV.1

Sydonia joins with Varkas after the Kraze incident. If you form a venturing party with both him and Varkas, you'll be able to use their powerful volleyball-like combined attack.



Location: Your Castle



Kirkis LV.1

You'll find Kirkis washed up on the shore of your castle after the Kraze incident. He'll then guide you to his village. Although he's a fairly generic long-range attacker, you will need to get him to Level 35 to get Rubi.



Location: Your Castle



Maas LV.1

Maas is the first of the blacksmith quintet of Maas, Meese, Moose, Mose and Mace. You'll find him in the village of Great Forest; just talk to him and he'll join. Fairly useless in battles unless grouped with other blacksmiths.



Location: Great Forest, Blacksmith's



Sansuke LV.1

Sansuke the bath master is also in the village of Great Forest. Talk to him and he'll join. He will build a bath in your castle that grows as your castle increases in levels. At the end of the game it'll be a jewel-encrusted wonder!



Location: Great Forest, Sansuke's



Viki LV.1

On your way to the Elf Village, you'll meet the befuddled Viki. She will join you and can be found in the basement of your castle, where she performs the invaluable task of teleporting you wherever you've already been.



Location: Great Forest Maze



Valeria LV.1

When you leave the Elf Village for the Dwarf Village, the former imperial soldier Valeria will join you. She's incredibly powerful in battles because of her Falcon rune, which does THREE TIMES normal damage with no penalties!



Location: Elf Village



Meese LV.1

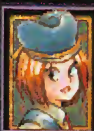
Meese is the second of the Maas, Meese, Moose, Mose and Mace quintet. You'll find him in Dwarf Village; just talk to him and he'll join.



Location: Dwarf Village



JUPPO, LEPANT, EILEEN, VARKAS, SYDONIA, KIRKIS, MAAS, SANSUKE, VIKI, VALERIA, MEESE



Templeton

LV.1

After the destruction of the Village of the Elves, return to it and find Templeton, a cartographer, there. Talk to him and he'll not only join your army but lend you the incredibly useful Suikoden Map.



Location: Burnt Village of the Elves



Kuromimi

LV.1

Kuromimi, who you'll meet a few times before he actually joins, will join you and fight after being ambushed by the Imperials at Kobold Village. He's a fair front-row fighter and can do the Kobold Attack with Gon.



Location: Kobold Village



Sylvina

LV.1

After the Imperial ambush at Kobold Village, she will appear with Stallion and join your troupe. She's a generic back-row fighter but can do an effective combined bow attack with Kirkis and another Elp.



Location: Kobold Village



Stallion

LV.1

Stallion, the fastest man in the world, appears with Sylvina after the Kobold Village ambush. He, too, is a generic long-range attacker.



Location: Kobold Village



Kwanda Rosman

LV.1

After the first army battle at Pannu Yakuta, you will duel with one of the Five Great Imperial Generals, Kwanda Rosman. DO NOT execute him after beating him, then ask him to join. He is an effective front-row attacker.



Location: Fortress of Pannu Yakuta



Flik

LV.1

After Flik storms off, return to the port town of Kakaa and enter the house on the bottom-left. Talk to Flik and he will join you. A useful venturing party member, he has to be with you for much of the game and wields a Lightning Rune.



Location: Kakaa



Sheena

LV.2

You will meet Lepant's estranged son Sheena at the inn in Seika after your castle reaches Level 2. Bring Lepant in your party and talk to him - Lepant will drag him to your castle. A decent venturing party member.



Location: Seika, Inn



Apple

LV.2

After your castle reaches Level 2, go back to Mathia's house. Apple should be there. Talk to her and choose any response you want - she'll join you in any case.



Location: Seika, Mathia's House



Quincy

LV.3

You'll meet the hunter Quincy very early in the game at Garan Bridge but he will not join you until you have a total of 80 army members. He's a useful long-range attacker.



Location: Garan Bridge



Hellion

LV.2

Hellion can be found at the inn in Teien. Talk to her and she'll join. She gives you the Blinking Mirror, which allows you to return to your castle at any time, and she also wields the powerful Mother Earth rune.



Location: Teien, Inn



TEMPLETON, KUROMIMI, SYLVINA, STALLION, KWANDA ROSMAN, HUMPHREY MINTZ, FLIK, SHEENA, APPLE, QUINCY, HELLION



Gen

LV.1

When you reach Liukan's house, you'll find you can't pass the rapids there. Talk to a boatmaker named Gen in Teien, who will introduce you to the scientist Kamandol and join your army.



Location: Teien, Gen's House



Kamandol

LV.1

Gen the boat-maker will introduce you to Kamandol. He will make the oil-powered engine that'll get you through the rapids that block Liukan's hermitage. Try putting him and Gen in your party and trying their amusing combination attack.



Location: Teien, Kamandol's House



Eikei

LV.2

Eikei can be found in the northeast corner of Teien. To get him to join, you have to be at Level 43, which you'll be nowhere near when you first encounter him. Remember to come back later.



Location: Teien, Northeast Side



Jabba

LV.2

To get Jabba, fight monsters around the Ante/Teien/Rikon area until you get a Nameless Urn. Bring it to Jabba to appraise, and he'll join.



Location: Rikon, Appraisal Shop



Lotte

LV.3

Lotte will whine that her cat is missing. Remember the lost cat in Kaku? Return, grab it, and return it to Lotte. She'll join your army.



Location: Rikon, Top Floor of Inn



Mina

LV.2

You'll meet Mina in Ante's inn, where she'll ask you to dance. Make sure the main character is equipped with Toe Shoes, and dance with her. She'll join.



Location: Ante, Inn



Qlon

LV.3

You'll meet the oddly-named Qlon as soon as you reach Ante, but you won't be able to recruit him until you've defeated Milich and liberated Ante, Teien, and Rikon. Once you have, just talk to him.



Location: Ante, Entrance



Chapman

LV.2

Chapman can be found at the Armory in Ante. Talk to him and you'll be able to recruit him. He will set up an extremely convenient armor shop inside your castle.



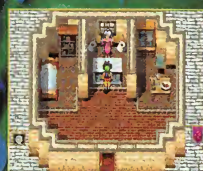
Location: Ante, Armory



Jeane

LV.3

Just talk to Jeane at the Runemaster's shop in Ante and she'll join you. As soon as she arrives at your headquarters, she will begin her business there, allowing you to equip runes in your castle.



Location: Ante, Runemaster's Shop



Esmeralda

LV.2

To get Esmeralda, fight monsters in Soniere Prison until you receive an "Opal." Bring it to Esmeralda and she will join your cause.



Location: Ante, Top Floor of Inn



Kimberly

LV.1

When you're trying to find a way to rescue Liukan, Mathiu will suggest you go find Kimberly and Tesla in Ante. She has an amusing scene with Flik... basically, she demands the "pretty boy's" company for the night!



Location: Ante, Kimberly's House





Tesla

LV.1

Before getting Kimberly, she tells you that Tesla can be found in the same town, Antei. Go to the house in the north-east and talk to the person there until he admits he's Tesla. Then you can recruit him.



Location: Antei, Tesla's House



Liukan

LV.1

Getting to the very bottom of Soniere Prison brings you to Liukan's cell. After you break him out, he'll join your cause. Surprisingly, if you get him to a high enough level and sharpen his weapon to 16, he's pretty good in fights!



Location: Soniere Prison



Ivanov

LV.2

On your way to beat Milich, you'll meet Ivanov the painter. When you defeat Milich, return to Scarleticia and talk to him. Throughout the game you'll find paint; seven colors in all. Bring them to Ivanov and he'll paint a portrait of your team.



Location: Scarleticia Castle



Kasios

LV.3

Kasios the bard is devoted only to his master Milich. Once liberating Scarleticia, form a party with Milich in it and talk to him. He will join your cause. When you get back to the castle, talk to him for a sound test.



Location: Scarleticia Castle



Milich Oppenheimer

LV.1

After breaking Liukan out of jail and going to Scarleticia, you will meet one of the Five Great Imperial Generals; Milich Oppenheimer. DO NOT execute him, then ask him to join. He is a decent front-row attacker.



Location: Scarleticia Castle



Kasumi

LV.1

After liberating Scarleticia, return to the top floor of your headquarters to find Kasumi. Her Shrike Rune makes her very effective in battle; use it often. Also, she and other ninjas are invaluable for spying on the enemy in army battles.



Location: Your Castle



Anji

LV.3

You can find Anji and his cohorts Kanak and Leonardo in their hideout on a small island northeast by boat from your castle. Go there with Tai Ho and Yam Koo in your party, talk to Anji, and beat them. Then they'll join you.



Location: Pirates' Hideout



Kanak

LV.3

Defeating Anji, Kanak and Leonardo in their hideout will get you their support. Putting all three in your venturing party will allow you to perform the powerful Pirates' Attack on one opponent.



Location: Pirates' Hideout



Leonardo

LV.3

Get Leonardo (as well as Kanak and Anji) by beating them in their hideout. Try to defeat them as fast as possible, however, because the battle will end after a few turns if they're not all defeated.



Location: Pirates' Hideout



Gon

LV.2

Form a venturing party with Kuromimi in it and head for Kobold Village. Gon is in a house to the south. Let Kuromimi talk to him and then you'll be able to recruit him.



Location: Kobold Village, Gon's House



Fu Su Lu

LV.2

Talk to Fu Su Lu in Kobold Village and he'll offer to join you, as long as you pay his tab at the inn. The rather high price of 10,000 Bits will get you an insanely powerful front-row attacker.



Location: Kobold Village, Inn

TESLA, LIUKAN, IVANOV, KASIOS, MILICH OPPENHEIMER, KASUMI, ANJI, KANAK, LEONARDO, GON, FU SU LU



Rubi

LV.2

You will find Rubi early in the game at the inn in Kobold Village, but to actually recruit him you need Kirkis in your party, and he has to be at Level 35. It's worth it, though - Rubi is a highly skilled long-range attacker.



Location: Kobold Village, Inn



Melodye

LV.2

To get Melodye, who allows you to change your system sounds, you must first find the Sound Rune in Kalekka, then bring it to her. She will join.



Location: Kiroo, West Side



Lester

LV.3

To get Lester, taste both stews in both empty houses in Kiroo, then go to the big house on the south side. Talk to Lester, and he'll join you.



Location: Kiroo, Kim To's House





Georges

LV.3

You can find Georges in the Kiroo Inn. Talk to him, and he'll invite you to play a Concentration-like game. Match all the cards within the time limit and he will join you. Should you ever want to play again, talk to him at your castle.



Location: Kiroo, Inn



Leon Silverberg

LV.4

You will meet Leon in Kalekka, but he will not join you until your castle is at Level 4. Once it is, talk to him, talk to Mathia at HQ, then talk to Leon again.



Location: Kalekka, First House



Sarah

LV.3

Sarah the washing maiden is a hard character to get. First, talk to her. She'll say she needs soap. Go to the item store and buy sugar, then talk to the people in town in the order below. This will get you the soap. Then talk to Sarah, and she'll join you. Surprisingly, she's not bad in fights!




Location: Kiroo, East Side





Blackman

LV.2

You will meet Blackman the gardener at the north side of Kalekka. Just talk to him to join, but make sure you DO NOT step on his beloved plants! If you do, you must leave the town and come back to recruit him.



Location: Kalekka, North Side



Ronnie Bell

LV.1

Ronnie Bell can be found at the Resistance's secret factory. She's excellent in battles because of the Hate Rune she has equipped - it does twice the damage with no penalties. Try pairing her and Pahn for a cool combined attack.



Location: Secret Factory



Kessler

LV.1

You'll meet Kessler and Ledon (remember them!) when you reach the Resistance's secret factory. Defend them from Ronnie "Giant Woman" Bell and they'll join your army.



Location: Secret Factory



Ledon

LV.1

As soon as you get to the secret factory, you'll run across Ledon, the thief that drugged you back on Mt. Tigerwolf. Show heart and tell Ronnie Bell you know Kessler and Ledon. They'll go to your castle and join.



Location: Secret Factory

RUBI, MELODYE, LESTER, GEORGES, LEON SILVERBERG, SARAH, BLACKMAN, RONNIE BELL, KESSLER, LEDON



Kage

LV.2

Kage, the famous ninja who broke into the Dwarves' Vault and brought the fire-spear plans to the secret factory can be found against the back wall. To recruit him, you need to pay 20,000 bits for his services.



Location: Secret Factory



Mose

LV.1

Mose, yet another of the Maas, Meese, Moose, Mose and Mace quintet can be found at the Resistance's original secret factory. Just talk to him and explain your situation, and he will join.



Location: Secret Factory



Kun To

LV.1

Kun To, the boat merchant is an old friend of Tai Ho's; he will suggest you go see him after talking with Mose at the secret factory. Do so, and he'll join you, as well as help you get enough boats to carry your fire-spears.



Location: Kiron, Kun To's House



Alen

LV.1

After the second battle with Teo, he will bid his second-in-commands Alen and Grenseal join you. Alen is equipped with the powerful Rage Rune, the powered-up version of the Fire Rune.



Location: Second Battle With Teo



Grenseal

LV.1

Grenseal is Teo's other right-hand man, and he wields the powerful Lightning Rune, a powered-up Thunder Rune. For an amusing but not very useful combined attack, put Flik, Grenseal and Alen in a battle together.



Location: Second Battle With Teo



Kirke

LV.2

While on your way to Neclord's domain, you'll stop by the deserted fortress of Lorimar. Once you pass through it, go back in and Kirke the executioner will be there. Talk to him and insist he join your army.



Location: Lorimar Fortness



Window

LV.3

Window is fairly tricky to get. You'll meet him in the Warriors' Village, where he says he wants the Window Rune to build a stained-glass masterpiece. Deep in the Qlon Temple cave, you'll come across a place like the screenshot on the left. Walk down into the wall to find a hidden chest containing the Window Rune. Bring it back to the Warriors' Village and Window joins. Use him to change your windows and window colors!



Location: Warriors' Village



Marco

LV.3

Remember Marco, the boy gambler you won big Bits off of back in Rockland? You'll meet him again in Warriors' Village. Beat him at his three, uh, cup monte again and he will join you.



Locations: Warriors' Village, East Side



Moose

LV.2

Wow! Another blacksmith. Fun stuff! Wheel! To get Moose, you must bring Maas, Meese and Mose in your party and talk to him. With four blacksmiths, you can now do their powerful combined attack!



Location: Warriors' Village, Moos's



Fukien

LV.1

Fukien can be found at the Qlon Temple and will tell you of your destiny - collecting the 108 Stars of Heaven and Earth. He is useful because of his Resurrection Rune, the only rune besides the Flowing Rune which can revive dead characters.



Location: Qlon Temple



Morgan

LV.3

Morgan the blind martial arts expert is at the back of Qlon Temple - talk to him and he'll join. If you manage to find a Boar Rune, you can equip him with it for a decent special attack. Pair him with Eikei and Pahn for a super-powerful combined attack.



Location: Qlon Temple

**KAGE, MOSE, KUN TO, ALLEN, GRENSEAL, KIRKE,
WINDOW, MARCO, MOOSE, FUKIEN, MORGAN**



Zen

LV.3

To get Zen the gardener, you need to buy blue seeds in Rikon, yellow seeds in Teien, and red seeds in Warriors' Village, then give them to him. Once he has his rain-bow-hued beans o' delight, he'll join you...



Location: Qlon Temple



Hugo

LV.3

Find Hugo the "War Scroll" found in the Qlon Temple cave and give it to him. He'll join. During your quest you'll find "Old Books," give them to Hugo to be able to read them.



Location: Qlon Temple





Crowley

LV.4

Crowley: The hardest character to get in the game. In Qlon cave, Walk into the wall in the shot shown below to find his hiding place. Crowley has the most MP of any character in Saikoden.



Location: Qlon Temple Cave



Hix

LV.1

After defeating Neclord and saving Tengaar, Hix will accept his warrior heritage and join you. He's an average front-row attacker, but he can do the interesting combined move "Warriors' Village Attack" with Tengaar.



Location: Neclord's Castle



Tengaar

LV.1

Tengaar will join you with Hix, after you save her from Neclord. Unlike her companion, Tengaar is incredibly useful - she'll have a super-high amount of magic points by the end of the game. Equip her with a Flowing Rune for the endgame!



Location: Neclord's Castle



Pesmerga

LV.4

Here's another hard character to get. After defeating Neclord, trek all the way back up to the top floor of his castle and you'll find Pesmerga, a good front-row attacker searching for the black night Yuber. Just talk to him and he'll join.



Location: Neclord's Castle, Top Floor



Clive

LV.4

The second-hardest to get (and the coolest) character in the game. After your castle reaches Level 4, he appears ONE OUT OF EIGHT times you enter the inn at Rikon. Talk to him and he joins. Check out that shotgun!! For a cool hidden event, take him to the grave-stones at the town of Rockland during the endgame.



Location: Rikon, Inn



Fuma

LV.3

Fuma claims to be well-hidden, but you can see him behind the fortress of the Dragon Knights rather easily. Just walk all the way up the side of the castle on the right and talk to him. He's useful for spying in army battles.



Location: Dragon Knights' Fortresses



Kreutz

LV.2

Humphrey's old enemy Kreutz can be found inside the Dragon Knights' Fortress. Talk to him with Humphrey in your party, and after a little convincing he'll join your cause.



Location: Dragon Knights' Fortress



Milia

LV.1

Milia will accompany you to Seek Valley to search for Moonlight Weed, and after you save the dragons she'll fly you back to your castle and join you. She is a fair long-range attacker.



Location: Dragon Knights' Fortress



Mace

LV.4

Finally! The last of the blacksmiths! You have to get Mace immediately - if you wait, you won't have four free slots in your party. You must put Maas, Meese, Moose and Mose in your party and talk to him. He can sharpen your weapons to Level 16!



Location: Seek Valley

ZEN, HUGO, CROWLEY, HIX, TENGAAR, PESMERGA, CLIVE, FUMA, KREUTZ, MILIA, MACE



Joshua

LV.1

The rune-bearing immortal leader of the Dragon Knights will join after you save the dragons. While he can't be put into the venturing party, Joshua offers the mighty power of dragon air strikes in army battles.



Location: Dragon Knights' Fortress



Futch

LV.1

Remember Futch? At the very beginning of the game he flew you to Leknaat's Island. Futch, Dragon Knight 9th Class, will also join you after you've saved the dragons.



Location: Dragon Knights' Fortress



Taggart

LV.1

Taggart can officially be known as the character in Suikoden with the least amount of storyline. He will appear at your castle on the top floor after the Dragon Knights episode and beg you to save his master Warren. All RIGHT!



Location: Your Castle



Griffith

LV.1

On your way to Moravia Castle, you'll fight an extremely one-sided battle against the Imperials. Griffith is their commander, and after the battle he'll agree to help you.



Location: Northern Checkpoint



Warren

LV.1

Warren can be found at the very top of Moravia Castle. Upon springing him from jail, he'll join your cause. As a venturing party member, he's a decent middle-range attacker.



Location: Moravia Castle, Top Floor



Kasim Hazil

LV.1

The second-to-last of the Five Great Imperial Generals, Kasim Hazil, will surrender to Mathia and join you once you rescue Warren from Moravia Castle. He's a very good front-row attacker.



Location: Moravia Castle



Maximilian

LV.3

Maximilian the very, very old knight is semi-tricky to get; after liberating Moravia Castle you have to enter the Northern Checkpoint from the NORTH side. Surprisingly, in army battles he's extremely effective.



Location: Northern Checkpoint



Sancho

LV.3

Maximilian's sidekick Sancho will be with his master during their just-slightly-too-late attack on Moravia Castle. When Max joins you, so does Sancho.



Location: Northern Checkpoint



Vincent de Boule

LV.2

To gain the aristocratic (and slightly... ah... unreliable) Vincent de Boule, you must return to the very top of Moravia castle after saving Warren. Just talk to him to spring him out and recruit him.



Location: Moravia Castle, Top Floor



Sonya Shulen

LV.1

The final character and final Imperial General Sonya will appear in your jail after taking the fortress of Shasarazade. Talk to her and ask her to join - she'll say she hates you. She then joins your army just "to see your death with her own eyes!"



Location: Your Castle, Basement

Suikoden Full Character Guide

And there you have it! All 108 characters revealed for your delight and delectation. At this point, let us take time out to ask you, the reader, which type of guide you prefer, as future issues of MegaFan shall be governed by your input! Was this guide useful, or would you have preferred more straightforward strategy? We'll read and digest all your criticism in a never-ending quest to better our standards. But for now, let us bid a fond farewell to the mystical lands of Suikoden...

The End...



JOSHUA, FUTCH, TAGGART, GRIFFITH, WARREN, KASIM HAZIL, MAXIMILION, SANCHE, VINCENT DE BOULE, SONYA SHULEN

Gather round, fair warrior, and bear witness to our Wild Arms coverage! The next ten pages provide complete maps and walkthroughs for the first four dungeons and two towns in the game. The most cunning puzzles and/or placed items are shown in box-outs. Happy adventuring!

SURF VILLAGE

This is the village where Rudy, the traveling youth, takes up odd jobs to support himself. After a hard day' working, Rudy finds out that a child has wandered off into the Berry Cave to the South. Collect your first "Tool" from the Mayor and head for the cavern to save little Tony from danger. Stock up on some healing items, because enemies will pounce you as soon as you leave the town. Learn the basic controls and the menu system while you're here.

WILD ARMS



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WILD ARMS - SURF VILLAGE

Item	Price
Heal Berry	20
Antidote	50
Medicine	50
Violet Rose	50
Heat Salve	50
Long Knife	120

Items:
45 Gella
Power Apple
Hearty Apple
Heal Berries
Light Shroom

- Talk to Mayor Pifer in the big house to the North-East to get your own set of bombs.
- Throw one of the chickens next to the dog to transform it into a Light Shroom.
- Check all the barrels and crates to find the hidden items and money.
- Save your game before you leave this town.

BERRY CAVE

This dark and misty cave to the south is where the search for the little boy Tony begins. Tony has lost his way in the gloomy catacombs whilst trying to find some Heal Berries for his sick father. Don't waste your "ARMS" on weak enemies because you will need them to defeat the Zombie that lives deep inside the cave. This cavern will give you a taste of the types of puzzles that you will encounter in the game.



Items:
100 Gella
1 Heal Berry

- In Section B, blow up the crates to get a Heal Berry.
- At the end of Section C, blow up the crate and then push the lever to move the statue.



- In Section D, when you wrap around to the North, be sure to blow up the rubble to enter Section E.
- Blow up the crate to the West of the overpass for 300 fun-lovin' Gella.
- At the end of Section D, flip the West lever, then the East one.
- Save your game in Section F and be sure to get the bullet clip in the treasure chest.
- Be sure to open the treasure chest in Section G that is hiding around the bend to the right.

Items:
 300 Gella
 3 Heal Berries
 Holy Symbol
 Power Apple
 Hardy Apple
 Agile Apple
 Bandanna
 Bullet Clip

MEMORY TEMPLE

The second set of characters in the game are Jack and his partner Han-Pan. These two treasure hunters are right smack in the middle of another wild search for booty (of the sparkling kind) in the Memory Temple. This ancient structure house many booby-traps, such as spikes, spears, and pitfalls. Learn to use Han-Pan to pick up treasures from far away, or to reach switches. Don't worry about the security system password because you don't obtain it until later in the game.

- In Section C, activate the switch to the North-East to open up the door to the west of it.
- At the end of Section D, go South through the East door and step on the switch. Then, go back out the door and make your way to the door to the West.

Items:
Cowboy Hat
2 Heal Berries





Items:
3 Heal Berry
Hide Glove

- Use your dash technique in Section F to avoid the spears that come out of the wall.
- In Section G, push the middle block off the edge and use Han-Pan to reach the switch. This will open up the West door in section F.
- Almost every room in this temple has spikes that emerge up from the floor. You can tell where these are because of the black holes on the ground.



CURAN ABBEY

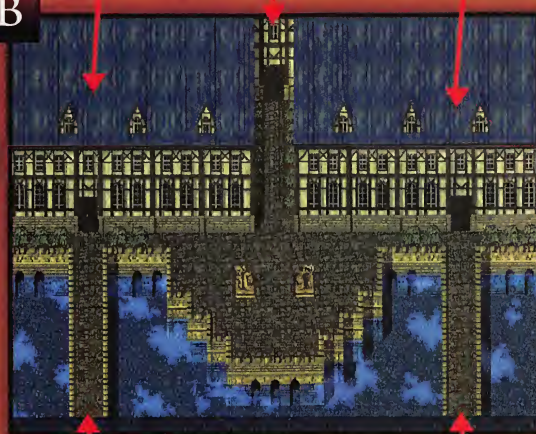
The third main character in the game is Cecilia, the Princess of Adlehyde. Today is her seventeenth birthday and she must now return to her home town, Adlehyde. Her magical abilities that she learned at the abbey can now be put to use. There is a lady in the South end of the Abbey who will bind spells to your Crest Graphs. She will give you a choice of White or Black magic. White Magic is defensive magic and Black Magic is offensive magic. Be sure to check all the barrels in the Abbey, because that is where most of the items are cunningly hidden...

A

Items:
20 Gella
Heal Berry
Crest Graph
Mystic Apple



B



the garden. Go back up to Section B and flip the switches on the side of the statues. This will make them possible to move. Switch the position of the statues so they are facing each other. Stand in-between the two statues and use your teardrop crystal to reveal the door to the sealed library directly through the door to the North. Save your game in Section C (very important!) before trekking to the Sealed Library. Use your Teardrop Crystal near the symbol in Section A and you will be warped into the Sealed Library.

C



D



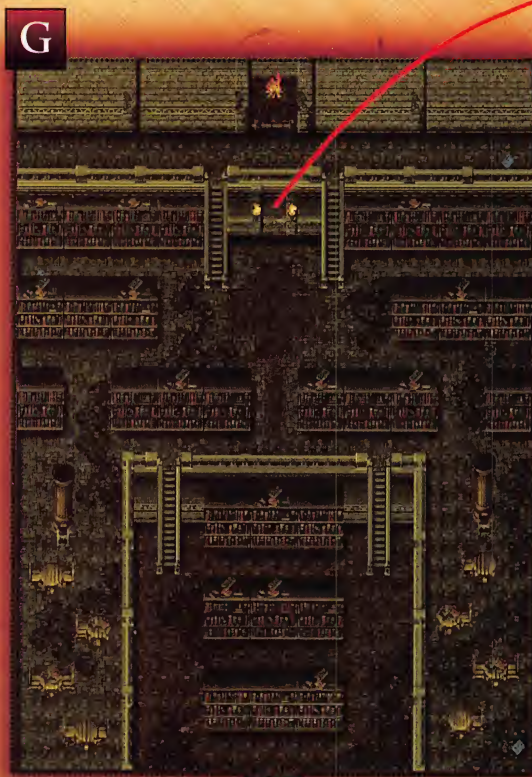
E



You start in the classroom where Cecilia wakes up. From there, go East to the library and talk to the boy inside. He will ask you to get the pocketwatch from Anje in section E. Bring the pocketwatch back to the library, then open up the book that is lying on the floor. Now go the the room furthest East in section A, and procure the Crest Graph before you move on. After that, return to the starting point and talk to Sister Mary. Now make your way South to section D and talk with Lila. She is the girl standing near the West window. She will tell you about the switches on the statues in

SEALED LIBRARY

Welcome to the Sealed Library. Now that you're here, take some time to read the the books on the shelves; you will find that they contain some very valuable information. Be sure to bring some medicine, because the monsters on this level love to give you "disease" during battles. Without the healing medicine, your character will continuously lose HP until they keel over. With this in mind, make your way to the "Book Monster" at the end of the level. The Fire spell works great against this boss, so use your magic carrots to keep your MP up and channel all your magic into this beast...



- Use the Teardrop Crystal in Section A to open up the door downstairs.

- In section B, there is a switch under the crate in the North-East corner of the room.

- In section D, just throw a crate onto the bubble switch to open the door.

- In Section F, take a crate and stand on the switch. This will reveal a bubble switch that you hit with the crate to open up the door.

- In Section G, pick up all three blue books laying on the floor and throw them into the fire one by one.

Medicine
2 Magic Carrots
2 Heal Berries
1 Capuche



ADLEHYDE

The town of Adlehyde is where the game really starts to get interesting. When you first arrive here you will find out that the townsfolk are preparing for the Ruin Festival. Visit all the houses and shops to receive clues and information about the festival... and your next adventure. Be sure to search the town for hidden items and to upgrade your weapons at the shop. After talking to Emma, go gather your friends and proceed on to Lolithias Tomb. Good luck!



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Item	Price
Long Sword	210
Chrome Blade	220
Magical Rod	190
Hard Cloak	205
War Coat	220
White Robe	145

7 Gella
3 Heal Berries
Antidote
Heat Salve
Hardy Apple
Power Apple
Agile Apple
Magic Carrot

- Talk to Emma to get you started on your next quest.
- There is a man in the same room as Emma, who will upgrade your ARMs.
- Look for the man who will refill your ARMs ammunition.
- Put together some new spells in the Magic Guild.

LOLITHIA'S TOMB

Congratulations, you've made it to Lolithia's Tomb. Here is where all the skills and abilities that you have learned to use will be put to the test. Lolithia is the Golem that awaits you at the end of the tomb, but to get to it you'll have to take on some pretty intense enemies. As always, bring along an ample amount of supplies to help get you through the level (Heal berries being the most important). After you have defeated the boss known as "Magtortous", make your way back through the tomb to Emma and report your findings.

Items:
 480 Gella
 Hardy Apple
 Mystic Apple
 Agile Apple
 Buckler
 5 Heal Berries
 Potion Berry
 2 Crest Graphs
 Revive Fruit
 2 Magic Carrots



- In Section B, push any of the blocks up to receive your reward.
- In Section C, use a bomb to blow up the wall.
- In Section E, you cannot grab the treasure on the East ledge until you find the grappling hook later in the game.
- In Section H, blow up the large rock in the corner and activate the switch beneath it.
- Jump off the ledge in Section G to enter the West door that leads to Section I.
- In section I, push any one block out of the way to step on the switch that opens the door.
- Use Han-Pan to get the treasure in Section J, because it is an exploding chest.
- In section L, ascend up the ladders to the east until you get to the top floor. Jump down the center two floors and blow up the rock. Move to the East a few paces and send Han-Pan running across the switch to the West. This will lower the gate on the top floor.
- Save your game in Section M.
- In Section N, go upstairs into the middle door and push the blocks out of the way to obtain the two treasures in the corner. Use Cecilia's crystal in front of the Teardrop door to enter the tomb. When you are finished, make your way out and push the switch outside of the South-East door to lower the gate around the treasure to the west.
- In Section Q, activate the switch on the back of the statue and four blocks will appear. Push all four blocks onto the corners below the statue. When this is done, stairs will magically appear.
- In Section R, you will meet Magtortous, the level boss.



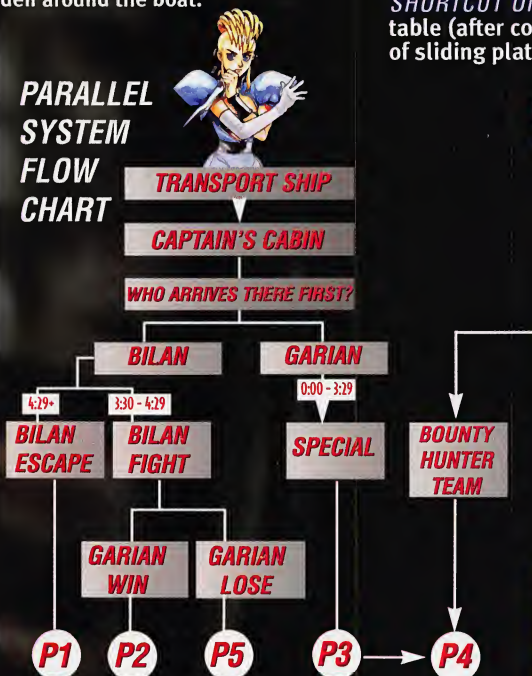
This epic quest continues... in the next issue of MegaFan. Remember, it's all about Han-Pan!

DARK SAVIOR

TRANSPORT SHIP

In order to make it to the Captain's cabin in time for Parallel 3 and 4 (under 3 minutes 30) it helps if you make use of the two short cuts hidden around the boat.

PARALLEL SYSTEM FLOW CHART

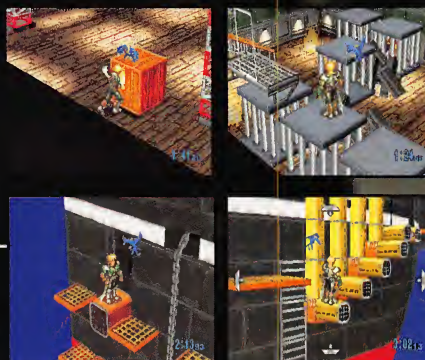


THE PARALLEL SYSTEM

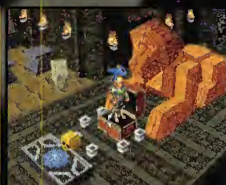
Depending on how you deal with the initial blazing ship scenario, the game takes place in one of five different parallel dimensions that totally change the events on Jailer's island. Below is a chart that details each of these parallels and how to get them.



SHORTCUT ONE: When you exit the room with what looks like a slot car track on the table (after coming in through the window) go left and you will come across a series of sliding platforms. Jumping across the platforms lets you skip a few rooms.



SHORTCUT TWO: In this chamber hit the box in the lower left hand corner to reveal a hole in the floor. Drop down through the hole and follow the path outside the ship to cut a huge chunk out of your journey.



PARALLEL ONE - A HUNT FOR THE EVIL

As you battle with Bilan's clone, the real Bilan escapes the transport ship and heads towards Jailer's Island. By the time you reach the island, Bilan is already on the loose, and Warden Kurtliegen has declared a state of emergency. Your mission in Parallel One is to hunt down and capture the villainous Bilan. But why would Bilan travel to the one place where it was supposed to be executed? You get the feeling that Kurtliegen isn't telling you everything...

ORDER OF EVENTS:

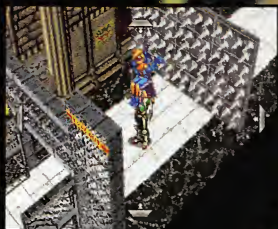
- TOWN** - Search the town for hidden chocolate and make sure you get the Sword Power from Olivia (four pieces of chocolate). You should already have some stocks left over from the boat. Fight one of the prisoners for the key to Death Valley, and travel to the JLO base.
- JLO BASE** - Get the bottle from the lower right hand corner of the level, behind the crates. Talk to Bruno then take the open door which leads to the Warden's castle.
- WARDEN'S CASTLE** - Follow the beams into the castle. Carry Drizzit with you on the way out to receive a bonus. When you leave the castle follow the sewers back to the JLO camp.
- MINES** - Take the second exit from the JLO camp. After a brief sewer section you will emerge in the bilanium mines. In the large mining room you will find the main power switch behind the prisoner's quarters. When you come to pour the acid, pour it on Lance. He's Bilan!!
- CATACOMBS** - A series of basic puzzles: push the mummy into the coffin; put the rocks in the pots then jump in the last one; find a hidden room behind an un-lit lamp near the stone lion; jump on the sand tornados and knock over the broken obelisks. Its not tough.
- UNDERGROUND CITY** - Talk to all the people inside the various buildings. There is a hidden ladder in the top left hand corner of the town that lets you climb up onto the high walkway. In the room with the giant calculator look at the posters on the wall to work out the secret code.
- LABORATORY** - In the laboratory you fight Doc. Try to capture him as he's a handy ally. You can search around for the Doc and Warden's second diary, but they're not essential.
- THREE TOWERS** - In this parallel you only skim the surface of the three towers. Ultimately you must ascend to the top of the bronze tower to do battle with the Parallel One final boss: M. Bilan. Just like ordinary Bilan, his weak spot is his back.





PARALLEL TWO - A HUNT FOR THE HEART

Garian defeats Bilan on the transport ship, and is stunned to see that the person Bilan was in possession of is none other than his brother Luke! The only way that Garian can save Luke is to find Wouda's diary, a legendary book that is said to be hidden somewhere on jailer's island.



ORDER OF EVENTS

1. TOWN - Warden Kurtliegen meets Garian in the bar and opens the door to Death Valley for you. Everything is in the same location as Parallel One except Olivia is missing.

2. JLO BASE - Bruno tries to convince you that Kurtliegen is corrupt. You agree to listen to him and follow Drizzit into the castle to see proof.

3. WARDEN'S CASTLE - While in the castle Drizzit falls into the toxic vat and is transformed into a polygon monster. Rescue Kay and carry her out of the castle to win her over.

4. KURLIEGEN'S MANSION - Solve the circuit board puzzle to reach the vault and get the diary of Wouda. But watch out for the lasers on the way out. They're harmful, but not fatal.

5. MINES - The first of the two mine cart sections. This one is relatively easy. Learn when to switch between the outer and inner cart views. Kay is captured and Kurtliegen pursues her into the catacombs. You must follow.

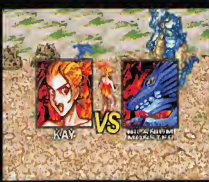
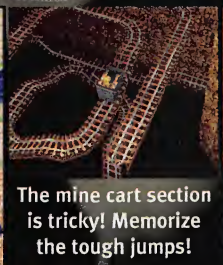
6. CATACOMBS - Thankfully, the catacomb puzzles are already solved. After giving Kurtliegen the diary in exchange for Kay, you must go back a room to free Kay's sister.

7. UNDERGROUND CITY - The calculator room is broken, and you must exit the city the same way you came in. Once again talk to everyone for a few surprises.

8. THREE TOWERS - You must enter each of the towers to get the three rings: Copper, Gold and finally Silver. Copper and Gold are obtained by beating the two statues of the same name. Silver is actually Kay, and she transforms into fire Kay to fight the last boss, Drizzit.

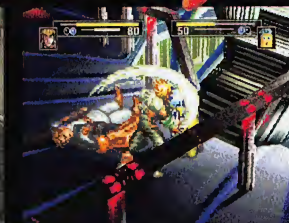


The mine cart section is tricky! Memorize the tough jumps!



PARALLEL THREE - A HUNT FOR THE LIES

Garian reaches the captain's cabin before Bilan, and Bilan escapes from the ship. Garian chases after Bilan to Jailer's Island, just like the first parallel, but this time things are going to happen a little differently. Bilan arrives near the JLO base and Bruno goes to strike a deal with him...



ORDER OF EVENTS:

1. TOWN - The incident with the young boy has greater significance in this parallel, though you don't know it yet. Once again Kurtliegen approaches you to find the secret JLO base.

2. JLO BASE - You have to take the tough path into the base. When you get there it's already been destroyed by Bilan. Remember to collect the bottle before moving on.

3. MINES - You follow Bilan into the mines. After the second (and more difficult) mine cart section (you have to use the in-cart view more often) you find and defeat Bilan. But Kurtliegen leads you onto the Carbon Floor where a nasty surprise awaits.

4. CARBON FLOOR - J.J. initiates plan D and thaws all of the carbon frozen criminals including... you!! But how can you be in two places at once??? The answer lies in the fourth parallel...

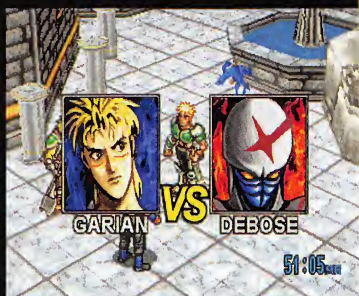
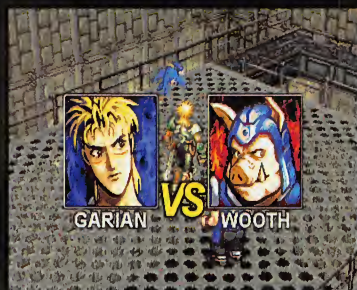


DARK SAVIOR

Parallel IV
A HUNT FOR THE TRUTH

PARALLEL FOUR - A HUNT FOR THE TRUTH

The clock is turned back to when you first left for Jailor's island. Back on the mainland your bounty hunter friends pick up the distress signal Garian sent from the transport ship and decide to come to the rescue. Meanwhile, Garian is arrested for murdering the young boy in town! What's going on!!?



ORDER OF EVENTS:

- 1. CARBON FLOOR** - Jack explains the concept of parallel dimensions. Two parallels have collided and now you have to fight for your existence against an evil Carbon Garian. You have exactly one hour to complete all three towers, rescue your friends and escape the island. There are no save points in the fourth parallel,.. so die and its back to start!
- 2. SILVER TOWER** - Things kick off atop the silver tower with an epic assault course. It takes a lot of patience to get through it fast, so keep practicing. You have to be quick if you want to save all your friends.
- 3. GOLD TOWER** - You should be familiar with the puzzles in the Gold Tower by now. Speed is the key. Be careful around the spikes because death means re-starting the parallel. If you rescue any of your friends, use them in the next battle.
- 4. BRONZE TOWER** - A lot easier than the Gold and Silver tower that's for sure! On your way back down you can fall off the ledge to re-start at the lower entrance to that screen.
- 5. DEATH VALLEY** - If you do the three towers fast enough you'll rescue all of your friends (including Kay) before the final battle. After fighting Meg you return to the town to fight Carbon Garian. Defeat him and you've got 90 seconds to make it to the docks. Hurry!!!



Parallel four is short but tough! Can you conquer the Silver Tower assault course?

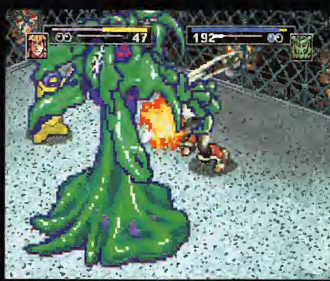


PARALLEL FIVE - THE MARATHON OF DEATH

This isn't really a proper parallel as such, more an endurance test. After losing to Bilan you are taken to an arena where you must face off against ten different opponents, one after the other. Mushai, Indigo, Kurtliegen, Bruno, Bilan, De Bose, Blade, Meg, Sean and M.Bilan. The catch is, you only have two energy bars to fight all of them!!! Here are some fighting tips to help you out.

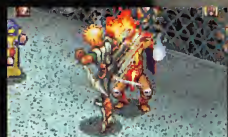
?

Parallel V
THE MARATHON OF DEATH



FIGHTING TACTICS:

1. **THE DASH ATTACK** - The dashing attack is the most effective attack in the game. Hold down run, charge towards your opponent and press attack. It does a lot of damage, and normally knocks your foe to the ground. Try to repeat the attack as they get to their feet.
2. **SPECIAL ATTACK** - When close to an opponent, hold down run and press AWAY and attack. For Garian this move is a spin kick, but it varies from character to character. It also counts as a finishing move in the point tally.
3. **SUPER ATTACK** - The charged super attack always does the most damage, and if you can finish an opponent with it, you'll get a special Finish point bonus.
4. **EXCHANGE** - Make sure you are touching your opponent then press towards and attack. You will swap places with them, giving you a chance for a back attack.



TRICKS

TWO PLAYER VS MODE

Once you have completed all five parallels (and have the game position saved) load the game and access the fifth parallel as per normal. This time however, plug in a second pad and a second player will take control of Garian's enemy!!

MUSIC KEYBOARD

In the sound test hold down X, Y and Z while a music track plays to see the notes represented on a keyboard.



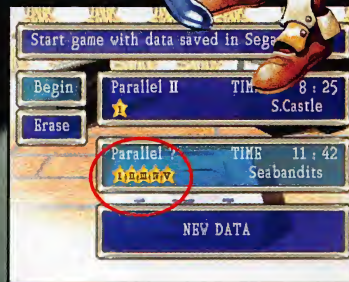
The two player mode is cool! Just make sure Garian doesn't lose!



Dark Savior Sound Test

BGM
Prologue A
SE 000
Stereo

Press the Start button to play BGM
Press the B button to exit



POWERSLAVE

Lobotomy's *PowerSlave* is a hugely underrated first-person perspective shooter that combines traditional corridor blasting action with an adventure based non-linear level structure. It is also loaded with secrets. In fact, the first time you complete the game, your real quest has only just begun. Listed here are some tactics, an exclusive missive from the creators, and the location of all 23 team dolls. Remember, don't start looking for the dolls until you have all the artifacts, and all the pieces of the radio transmitter.

THE WEAPONS OF WAR

1. MACHETE

Your starter weapon that never runs out. It is ineffective against all but the weakest foes, and should only be used either a) underwater or b) when you're totally out of ammo.

BEST VS: PIRANHA



2. PISTOL

The first weapon you find gives an excellent shot-to-weapon energy ratio, and is good for dealing with one-hit enemies like scorpions and birds. Unfortunately it is pretty ineffective against more than one enemy.

BEST VS: SPIDER, BIRD



3. M-60

The M-60 should be your staple weapon. It clears a room of lesser enemies in seconds and can pin Anubis Zombies, Mummies and even Bastets. The only downside is hasty ammo consumption.

BEST VS: SCORPION, BIRD, OMENWASPS, ANUBIS ZOMBIE



4. AMUN BOMB

On top of its secret finding properties, the Amun Bomb is a powerful long range weapon; provided you can master the art of angled throws. It can also be used underwater.

BEST VS: PIRANHA, MAGMANTIS



5. FLAME THROWER

The ultimate close range weapon for a single target. The flame thrower stops any enemy in its tracks and can even set them on fire. Very good against bosses. Uses energy quickly.

BEST VS: ANNUBIS ZOMBIE, MUMMY, BASTET, ANUBIS



6. COBRA STAFF

PowerSlave's rocket launcher! Except this one homes in! Unfortunately, the cobras aren't very damaging, it often misses and can hurt you at close range. It can be used underwater though.

BEST VS: SPIDER, PIRANHA



7. RING OF RA

A brilliant short range weapon, due to its rapid rate of fire and wide spread coverage. Best saved for encounters when you find yourself outnumbered with no space to move. Can be used underwater.

BEST VS: OMENWASP, BASTET, MAGMANTIS, ANUBIS



8. MANACLE

PowerSlave's BFG! Keep the button held down to charge a more powerful shot, then let her rip. The manacle fires up to four streams of electric death, which home in.

BEST VS: OMENWASP, BASTET, MAGMANTIS, ANUBIS



AMMO CONSUMPTION

All weapons in *PowerSlave* use the same ammo supply. Make sure you keep your most frequently used weapons (ie. the M-60 and Amun Bomb) topped up at all times.

A MESSAGE FROM LOBOTOMY

+++ An incoming message from the creators of *PowerSlave* +++



Some people may have figured out by now (if they have collected all 23 team dolls) that the Playstation version of *PowerSlave* (aka *Exhumed* or 1999) does not have the hidden Death Tank™ game found in the U.S. and Japanese Saturn versions. But hey, we needed to get the Playstation version out for you to play!

We haven't forgotten to reward those of you who do complete the ultimate task of finding all the hidden Team Dolls, and intend to make it very worthwhile to use your save game file from *PowerSlave* with *Exhumed 2* (or *PowerSlave 2*, working title). We are full of crazy ideas at present... none of the ideas are finalized and some we just don't want to share... but here's some of what we may enable through your save game:

1. A normal saved game might open up certain areas on the *Exhumed 2* world (hidden levels) unavailable otherwise. That's if you don't finish *PowerSlave* with all the transmitter pieces.

2. A saved game with all transmitter pieces might additionally allow the player to use artifacts, weapons, or other abilities from the *PowerSlave* saved game, even if they aren't included in *Exhumed 2*. Imagine having the ability to jump higher than your friend during multi-player battles or nailing them with a cobra from around a corner! Hell, players might even get limited use of Dolphin or Eagle modes...

3. A saved game containing all 23 team dolls from *PowerSlave*, we plan to include either the fully updated in-house, Lobotomy-only version of Death Tank, featuring eight players, Blitz rounds, nuclear flash, bonus weapons and other effects not found in the released six-player Saturn version, or a whole new bonus game different from Death Tank. We might even hide a second bonus game in *Exhumed 2* which is not fully featured for those players who don't have a team doll saved game.

Whatever the case, you can expect more trickery from Lobotomy... maybe another Lobo-quest! We don't know for certain yet, but you are well advised to keep your *PowerSlave* saved game around for another year while we prepare the greatest game ever!!!

Thanks!

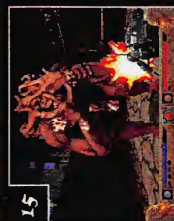
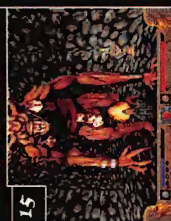
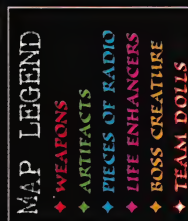
Brian McNeely

Executive Producer, *PowerSlave*



THE MYSTICAL MAP OF KARPINAK

Here is Karnak at a glance. Where you see an object with an item next to it in brackets, that item is needed to reach the object. Likewise if you see an item in an arrow leading to a location, that item is needed to reach that location.



DOLPHIN AND EAGLE MODE

Where a team doll requires one of the two animal powers to reach, it is marked on the map. You get Dolphin Mode after 10 team dolls, and Eagle Mode after 14.



THE LOCATIONS OF

SET ARENA

1. JASON WIGGIN



Throw an Amun Bomb at the two pillars. Throw another bomb at the lower platform, press the switch, then throw a bomb at the opposite wall. Follow the path.



NILE GORGE

2. RICHARD NICHOLS



Throw an Amun Bomb at the wall behind the camel. Enter the upside-down room for your second Team Doll. That was easy, wasn't it?



SUNKEN PALACE

3. PAUL HAUGERUD



After you collect the last key, take the left exit before the doors close. Follow the path out to the room with the Full Health. Throw a bomb at the wall behind it and press the switch. The Team Doll is near the camel.



SOBEK PASS

4. TOM KRISTENSEN



Throw a bomb at the wall past the last key (twice!). Hit the switch and return to the start of the level. Look where the fireballs are going...



MOUNTAIN SHRINE

5. PAUL LANCE



As you jump out onto the first platform above the lava, throw a bomb at the wall directly in front of you. Easy peasy. Just don't fall in on your way out!



MAGMA FIELDS

6. DOMINICK MEISSNER



Blow open a hole in the side of the walkway near the start of the level (as shown). Hit the switch then drop down the lava passage to collect the doll at the end of the level.



THE 23 TEAM DOLLS



HORUS PEAK 7. ERIC KLOKSTAD



Throw a bomb in the side of the lava fall at the point shown. There is a secret chamber containing a doll inside.



CANYONS OF CHAOS 8. JOHN VAN DEUSEN



Float around at the highest point until you see the wall shown below. Blow it open and follow the passage inside to the room with the two Magmantis critters. Blow out the hatch in the ceiling and negotiate the tricky laser network for the doll.



KILMAAT HAUNT 9. PAUL KNUTZEN



Deposit your sceptre and feather then return up the lift to the courtyard with the monolith. A new passage should have opened up. Follow it to get the doll.



TOMB OF RAMSES (ESC) 10. JEFFREY S. BLAZIER



After you defeat last boss you must escape Ramses Tomb. On the way out throw a bomb at the point indicated. You need FULL BOMB POWER to get this doll, so don't use any bombs on the last boss.



TOMB OF RAMSES 11. KEVIN CHUNG



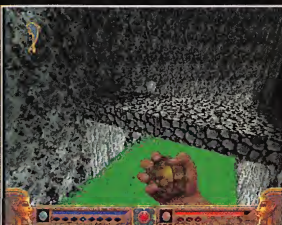
Throw a bomb at the crack in the wall and then again at the cross section blocking your exit from the water. Use your dolphin powers to leap up and get the doll.



KARNAK SANCTUARY 12. PAT SCHREIBER



On the way towards the camel that takes you to Heket Marsh, throw a bomb at the wall directly underneath this bridge. You'll need dolphin mode to get the doll.



THE LOCATIONS OF

HEKET MARSH 13. JOHN SCHWAB



Just before the door that leads to the camel, turn around and throw a bomb at the pillar in front of you. Jump in and swim down the tunnel to get the doll.



AMUN MINDS 16. SCOTT BRANSTON



In the room where you first receive the Amun Bombs, throw one up at the break between the wooden beams on the ceiling and fly up to collect your doll.



KILMAAT COLONY 14. MARK KOATES



Take the left exit from the level's central chamber and you will come across two Anubis next to a pond of lava (check the shot). Throw a bomb at the spot shown and use your dolphin powers to reach the doll.



SET PALACE 17. WILLIAM VALLERAS



As you enter the main palace area, drop down off the first bridge and throw a bomb into niche shown (on the underside of the bridge). Fly up and add another doll to your collection.



THOTH RELIQUARY 18. DAVID LAWSON



In the very last chamber of the level (where you first collect the Protective Anklets) throw a bomb at the pedestal where the Anklets were originally located. Drop down into a hidden chamber to find the doll, then use Eagle Mode to fly back out. But watch out for those Fire Balls! They'll scorch your rump!



KARNAK 17. EZRA DRIESBACH



Throw a bomb at the rock directly above the top of the water fall and use Eagle Mode to fly up there. Throw a second bomb at the right hand corner of the area and swim down the passage.



THE 23 TEAM DOLLS



SELKIS BURROW

19. TROY JACOBSEN



On the spiral staircase, throw a bomb at the wall section directly opposite the door that leads into the level. Hit the switch to lower a nearby step, then throw another bomb at the newly revealed wall. Hit that switch to lower ANOTHER step further back up the staircase, blow up that newly-revealed wall and follow the passage.



SLAVE CAMP

20. JOE KRESOJA



In the room indicated (check the map), throw a bomb at the ceiling over the square hole to open up a secret passageway. Fly up for your doll.



CAVERN OF PERIL

21. PAUL SCHREIBER



Bomb the wall to the right of the camel at the end of the level. Then fly all the way back to the start and look for the bridge as shown in the shot below. Yes, my friends. Another mutated mummy...



SELKIS PATH

20. KURT PFEIFER



As you approach the camel at the end of the level, fly directly up to a passageway a storey above that area which contains one of the last Team Dolls.



KILMAAT ARENA

23. BRIAN McNEELY



There is an invisible walkway directly beneath the walkway leading to King Ramses body at the end of the level. Fly down and collect the last Team Doll.



AFTER THE BANDAGED FREAKS ARE YOURS...

Remember that you have to collect all the pieces of the radio transmitter in order to get to the 10th Team Doll as you escape the crumbling Tomb of Ramses. At 10 dolls you enable Dolphin Mode where you can swim fast and jump high out of water. At 14 dolls you enable Eagle Mode, which allows you to fly indefinitely by repeatedly tapping the jump button. And at 23 dolls you get... nothing (for now). However, be sure to check out the 'Message From Lobotomy' for information on how you can use your Powerslave save game file with Powerslave 2. Good things come to those who wait...

SUPER MARIO KART



Another cool feature in MegaFan is a special Retro section where, every issue, an 'Old School' game of legend is featured and secrets are revealed that you may not have been previously aware of! To kick start this section off, we've revived perhaps the best 'fun' racer of all time; Super Mario Kart for the Super NES! MegaFan wasn't too thrilled with the 64-bit version of this classic, so we returned to 16-bit power to see

whether the game was as good as we remembered it.. and we had more fun than ever! Dig out your copy and race again; you'll be glad you did! Finally, if YOU have any favorite games of yesteryear that you wanted covered (for example; Sonic, Ghouls and Ghosts), then write in and we'll take care of the rest! But for now, let us depart to the mode seven heaven of Mario's first karting experience!

Mario Circuit

Mario Circuit 1



Here is a little advice on how to get a fastest time on this track. Use Bowser or DK Jr. and be sure to get the turbo start!



This first turn should be taken by skidding very close to the pipe. Make sure you straighten out onto the road, not the dirt.



The following two turns are the trickiest of the bunch. Start the skid in the middle of the road and cut this first pipe very closely.



Don't start skidding too early here, because hitting the pipe can be quite frustrating!



The last turn isn't too difficult. Just don't skid too much because the dirt isn't your friend here. The fastest time we have is 1:02:68.



Mario Circuit 2

Let's show you how to make your kart fly. Use your mushroom right before the turbo jump at the end of the track.



When you are in the air, push the controller to the left.



This will launch you over the finish line. Wheee! A really fast time and a cool catch up trick to the leader!

Choco Island

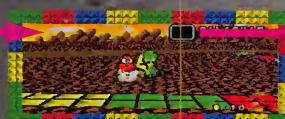
Choco Island 2



This is the nastiest shortcut in the game. If you have a feather, make your way to the finish line.



Make a U-turn once you cross the finish line and make your way onto the chocolate gravel.



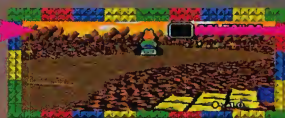
Once you reach the fence, use your feather to jump over it.



Presto chango! You are now in first place!



This shortcut requires a mushroom. Use it at the end of the chocolate lake.



This will launch your character high into the air. Pull your kart to the right a little bit.

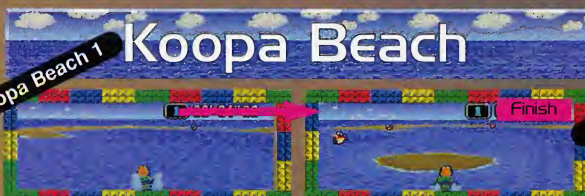


If you aimed it right, your kart should hit another jump when it lands.



This last jump will launch you over the second fence and past the finish line

Koopa Beach 1



If you race along the inside of the lake, you will increase your time by 5-8 seconds. But be careful, it's over if you fall in the deep area.

Vanilla Lake 2



The same strategy applies here. Keep along the inside and jump over the gaps whenever possible.

Ghost Valley 1

Ghost Valley



When you come down this straight track, line yourself up with the bridge ahead. Use your mushroom about five kart lengths before the jump.



If it's done right, you will be launched up and over to the bridge.



You made it! Be careful not to fall off the edge here!



Bowser Castle 1

Bowser Castle



This one's tough. With the feather in your hand, hit this turbo jump and turn hard to the left.



At the edge of the lava use the feather.



You will have enough momentum to make it to the next straight, avoiding a bend.



Don't worry about falling off, because there is a lip that stops you!

STRATEGIES

Stationary Green Shells



Here is a little piece of info that you might not have realized was possible before. By holding down and pushing the action button, green shells can be dropped directly behind you. This is a very good defensive tactic when your opponent has a red shell.

Ricochet!



When coming down a long hallway and your opponent is behind you, try ricocheting the green shell off the wall in front of you so that it comes back and knocks out the guy behind you.

Banana Disasters!



If you have a feather in your possession at the time you hit a banana, use it to prevent your kart from coming to a complete stop. You'll spin but keep your momentum.

Did You Know...

One final piece of secret information we found: If you have a European (PAL) copy of Super Mario Kart, a convertor and an American Super NES, you can play Mario Kart at speeds 18% faster than normal!! This is due to the European Mario Kart being tweaked to run at the same speed as the US version on the slower European Super NES. The speeds reached are outrageous, but be warned; the game can crash and corrupt, and overheat your machine! You have been warned!



Welcome to Megafan's *Starfox 64* Guide to the Galaxy, where the richest of spoils are plundered for your gaming satisfaction. On the following pages, you will find the necessary requirements for completing each level the

correct way. When a level is accomplished successfully, you'll be given the option to pick which route to take next (if one is available), rather than automatically being transported to an undesirable planet. Any bosses which do not need to be encountered will not appear in this guide to the galaxy, so don't worry!

The Cornerian Solar System

Unlike the original *Starfox*, you now have more chances to alter your course toward Venom. However, it's not as easy as pushing up or down at the map screen, or not as hard as finding a black hole in an lone asteroid. Still, it does require a degree of skill.

Just to make things fun, try to accumulate a Gold Medal for each planet. To do this, you must reach a designated number of kills for that planet. To add to the trickiness, your three wingmen must also survive the level. The rewards are extremely satisfying, as long as you have accomplished this on all 15 planets. If you're truly hardcore, you'll complete all 15 planets a second time. You'll know what I mean once you've done it a first time. If you're truly faint at heart, haven't a clue on hardcoreness, or simply want all the surprises revealed, flip to the last part of this section for all the juicy details.



96

CORNERIA

Hits needed for Medal: 150



1

Let's start off by saving Falco, you're gonna need him later. Try to time a bomb that detonates in front of Falco. The bogeys on his tail will run right into it, giving you an easy save.



2

Once you hit the lake area, fly under each archway. This will grab Falco's attention. Make sure to take out all the water droids, they're worth +3 Hit points.



3



4

If you've made it under all the archways, Falco will escort you through the Waterfall.

Defeat an old friend, and you've won the choice to advance to Sector-Y or Meteo.

It's easier to reach 150 kills by using the New Lock-On feature. Make sure to also take out all the large Red Mechs, they're worth +5 Hit points each.

SECTOR-Y

Hits needed for Medal: 150



1 After taking out the two squadrons of blue fighters, take the route above the space carrier from which they came. This is the only requirement for this level.



2 Although you have the choice to pick your route when approach this large space station, it has no effect on the outcome of the level.



3 No matter which route you take, it's possible to reach 150 hits. I've personally done it using the route described above. It seems a bit easier, with much more opportunities for scoring multiple +Hits.

At the end of the level, you'll face a pair of simian-like mechs. Defeat them, and you'll be challenged by a lone white mech. Take your time with him, and let him land on the platform he first appeared on. Then nail him with a Bomb for an extremely easy kill. By the way, if you've ever wondered what it's like taking out a "Red Eye", now is your chance! Gundam Rocks! Uhh, we now return you to your regularly scheduled strategy... or something.

METEO

Hits needed for Medal: 200

1 There's only one requirement for this level, and yep, it's pretty hard. Just after the Checkpoint, you'll have to fly through a series of small rings which propel you faster and faster.



2 Pass through all the rings, and you'll hit light speed. If you miss a ring, the remainders will instantly vanish. Per chance this happens, and I guarantee it will, just scream "Banzai!" collide with an asteroid or two and start fresh from the checkpoint. You did clear the Checkpoint didn't you?



3 Hold on to your space-briefs, there's too much good stuff in here. Too bad you can't take it all with you.

Not only is it really easy to reach 200 hits on this level using the warp, but it's also an excellent place to stock up when you're going for medals on later planets.



AQUAS

Hits needed for Medal: 150

1 There's no requirements for this level, so just relax, and enjoy the scenery. Try to take out all the clams, they fetch a healthy score, and they usually reveal goodies.



2 When you reach this area of the level, concentrate on hitting all the starfish, otherwise they'll detonate right in front of you. Aside from having a tremendous blast radius, the damage they reap is just as hideous.



3 Use normal lasers to turn the ligaments holding the clam shell into a rainbow-like color. Once this is accomplished, blast it with a torpedo to vaporize it.

4 Now, if you feel brave, simply position yourself directly in front of the main eye, and tap both the torpedo and laser button while performing an in-place roll. This works all too well, and make this creature the easiest boss in the game.



To help you reach the needed hit count for the gold medal, destroy all the large bio-luminescent fish. Also go for each barnacle-based structure on the top shell of the boss. They're worth +3 Hit points each.

STARFOX

GUIDE TO THE GALAXY

KATARINA

Hits needed for Medal: 150



1 Remember that Fourth of July movie? Well, same deal here, stop the huge UFO from destroying (in this case) the pyramid in the middle of the play field. This is also the level where you meet your new friend Bill.

3 You'll need to take out the four hatches on the underside of the mother ship. The sooner you do this, fewer enemy spacecraft will be deployed.



2 Take out ten ships, and the mother ship will awaken. Watch out for Bill's squadron members, they're on your side!

4 As soon as all four hatches have been disabled, you've got one minute to take out the core, or it's all over! Watch out for traffic!



5 When going for a high hit count, try to hold off on destroying all the hatches at once; save one or two. This way, enemy spacecraft can still be deployed. Also, it's extremely helpful not to accidentally take out any of Bill's squadron members. The enemies will fly in teams of three and tail Bill's team members. Lock on and get an easy +2 Hit points.

98

FORTUNA

Hits needed for Medal: 50



1 If you're not powered up, take some time out to scavenge around for energy. You'll also need to take out around ten enemies.



3 Each member of Starwolf has their own spite for your team members, so get ready to do a lot of life saving. As usual, you can count on Slippery the least. If too much time is wasted, a count down will begin, giving you one minute to destroy any remaining Starwolf members. Team Starwolf must be destroyed to successfully complete this mission.



2 Here comes Starwolf! Yep, it seems even the great Fox McCloud has enemies.

6 It really helps to become accustomed to using the scanner on any of the missions where you face Starwolf. When tailing an enemy, they'll usually try to loop behind you if you lock on to their ship and fire. Instead, take them out with lasers (blue ones do the trick best), but make due with what you have.



1 This is where you meet the pilot Kat, who just wants to help. To complete this level correctly, you'll need to destroy every search light you encounter.



2 Miss one, and they'll all turn red. This is a no no.



3 Ughh, it's that darned Kat again. She tells you she'll take the lights on the left, but don't get too comfortable. You'll still need to pick up her slack, she's not a good aim.



4 When you face the boss, you can destroy him in a special sequence which will prevent him from submerging and waving around that ball and chain.



5 Because this boss can only be destroyed by bombs, you'll need to get some simply by shooting his projectiles. Once maxed out at nine, take out the exhaust pipes on either side of the big spiked ball. This will prevent it from diving.

6 Now, destroy a cannon and the boss will turn 180 degrees revealing a crane to repair itself. Three direct bombs to the crane will put it out of commission.

7 Destroy the final cannon, and aim for the cockpit area just below where the spiked ball was resting. The cockpit can be destroyed with lasers.

Try to destroy every light, even the ones Kat tries to take out, they're worth +2 Hit points each. Using the lock on technique is the only way to earn Gold here!

SOLAR

Hits needed for Medal: 100



1 Due to the heat, you'll need to constantly refill on life. Bill will try to help, but not for long. You need to hit the large rocks which leap from out of the ocean of lava. The flashing red rocks yield the best of items, Gold Rings and Life refills.



2 When you face the boss, go straight for his arms. If you're low on life when you reach him, you may want to wait until he hurls rocks towards you and restock on life. Otherwise it's a long time between refills.



Though only 100 hits are needed for the Medal, it's quite difficult because you're still pressured to maintain your constantly lowering energy level. It's best to reach this planet after stocking up in the Meteo warp zone. Passing through Katarina in one go is worth the trouble, because you'll come across Bill who will assist you later on Solar. Besides making it to Solar with blue lasers and nine bombs, Bill's help is quite a safety blanket.

SECTOR-Z

Hits needed for Medal: 150



1 This level is pretty basic; save the Great Fox from being pummeled by an oncoming onslaught of missiles. It's the only (and most obvious) requirement for this level.

2 The Great Fox will be attacked in three waves. The first wave is one missile, second wave two missiles, and the third wave being four missiles. If you met Kat earlier on Zoness, she'll lend a helping hand and take care of one of the third wave missiles.



3 Sector-Z is easily the hardest level to score a Gold Medal for. It's best to make it to Sector-Z via the warp found in Sector-X. This way you won't encounter Kat, who will rob you of +10 Hit points when she destroys a third wave missile. You've got enough competition against Falco and Slippy who will also try to single-handedly take out the two of the third wave missiles. For extra hits, take out all the floating debris for +2 Hit points. You can also head in the the rear dock of the Great Fox for wing repair and full energy.

MACBETH

Hits needed for Medal: 150



1 There's not much to worry about until you finally come upon the stage boss. It's a good idea to blow up the cargo trailer behind the main engine.



2 To properly complete this level, you must set off eight switches which are placed on either side of the track. A simple shot fired anywhere on the numbered switch will set the flag to the right, and reveal a green light. Setting off all eight will cause the main switch box (which lies just past the eight switch) to open. Destroying the main switch box will cause the tracks to change, and alter the stage boss' heading.



3 In this level, it is surprisingly easy to obtain the needed number of hits. Properly defeating the stage boss will award you +50 Hit points. To easily eliminate the large cannons on the tracks, just hit the white gas canisters hitched just before it for a huge explosion.



SECTOR-X

Hits needed for Medal: 150



1 To gain access to Macbeth, you must hastily defeat the end boss. Otherwise, Slippy will try to get in on the action, and will get swatted away towards Titania which will be your next destination.



2 When you hit these three markers, you'll be able to choose to proceed left or right. Head left, and you'll eventually come across four large red squares. Hit them several times and they'll allow you passage to the other side. Clear all four and it's time to hit warp factor five!

It's really difficult to take the warp, each of the four squares takes several hits. It's much easier to make it to Sector-X from Katarina with blue lasers. This way, Bill will show up to save the day and take your slack while you focus on more important things like those squares. If things look too close for comfort, launch a bomb.

TITANIA

Hits needed for Medal: 150

1 Whether you lost Slippy or not, the last boss seems to have grown quite attached to him.

2 Once all the limbs have been removed, the boss' heart will expose itself, giving you plenty of time to dig in!

When trying to reach 150 kills, make sure to destroy all the large red land crawlers, they're worth plenty. Don't hesitate to use a bomb when you see too many enemies on screen, and not enough time to lock on. The level is riddled with bomb and ring power-ups so make good use of them.



AREA-6

Hits needed for Medal: 300



1 The boss for this level is pretty tedious. It must be taken down in pieces. First start with the pink energy discs, then the tentacles. Once this has recycled, the boss will begin to fire, giving you a chance afterwards to do some damage, then begins the vicious cycle.

A helpful tip for reaching 300 hits is to launch a couple of bombs into the space mine field you come across at the beginning of the level. It's easy to come out with 50+ hits every time!

BOLIS

Hits needed for Medal: 150



1 Disregard the fighters, and let your wingmen handle them. Your main concern is taking out that shield and destroying the cylindrical structure it guards.



2 You'll need to put each of the six towers out of commission to shut the shield down. Once down, more fighters will appear along with Starwolf, depending on which path you took, or if you didn't destroy them previously.

To acquire 150 kills, take out all the cannons that surround each of the energy towers. Once the shield is down and the central tower is up, take out all the flashing yellow blocks leaving only one. They're worth +10 Hit points if taken out early. Then focus on Starwolf. When Starwolf is out of the picture, milk as many fighters out as you can before finishing off the final yellow block.



VENOM

Hits needed for Medal: 200

A



1 If you're lucky, you'll make it to stone ruin with blue lasers.

2 Once inside, quickly lay into the running stone warrior ahead. Upon first contact, aim for the smaller portions of it's body, saving the larger sections for later, as you won't get such opportunities later.

This level's just as tough as Sector-Y to score the proper number of hits. It's less nerve-racking to invest the time in powering up your lasers on Area-6 before even heading to Venom-B. With blue lasers, it's much more painless to take out Starwolf fast. You must take them out quickly, while they're still worth +50 Hit points. Otherwise it's impossible to reach 200.

1 Ugggh, just what you needed, another glorious encounter with the Starwolf pack!

2 Take care of business, which basically implies hopping from wingman to wingman saving them from a pursuing Starwolf member. Finish off Starwolf and it's off to see Andross.

B



ANDROSS-1

1 Here is Andross' basic pattern, he'll punch low with his left hand first. Then high with left hand again (watch out for his left on the way back, he's tricky). Now he'll follow it up with a low right, a hand clap that encompasses the center of the screen, a quick inhale finished off with the follow-up exhale.



Just for laughs, launch a bomb into Andross' mouth when he inhales!



If you'd like to have a little fun before you finish off Andross, tag him in the left eye. This will make him flinch and expose his right palm. Take out the right palm first, since this is the one he shoots from. Shoot him in the right eye and take out his left hand. When his hands are toast, aim for the eyes.



Rather than going straight for the kill, stock up on supplies once Andross' hands are gone. Simply hold on to the brake button when Andross begins to inhale. Release it when the coast is clear, and start shootin' fer goods!

ANDROSS-2



1 Once the fleshy material is gone, aim for the eyes on the robotic skull!

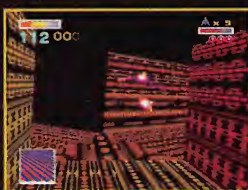
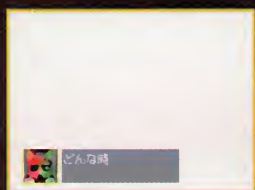
If you make it here with blue lasers, this boss is truly a pathetic joke.



1 First take care of Andross' heat seeking eyeballs (gross!). Next, you'll challenge the brain. It's surprisingly fast, and can easily become a nuisance to eliminate. Your target is the little grey matter that it uses as it's second pair of eyes. However as soon as you face it, it turns to protect it's vital spot. To avoid being sucked in use this simple pattern, proceed head on and shoot the brain in the large pink area. This will cause it to teleport behind you. When this happens, immediately press down and brake to flip a U-turn. While U-ing, take a look at your scanner to check where exactly the brain appeared and make the necessary flight corrections. Now's your chance. blast away because the brain appears facing towards you. When the window closes and



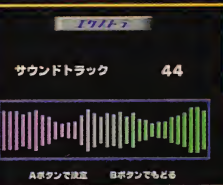
the brain resumes a defensive posture, start the pattern over.



When the brain is dead, you'll need to escape fast! Hold on the the boost button and follow Fox's good ol' pop to safety!

GOODIES

Requirements: Gold Medals on all Planets x2



This section is dedicated to the lazies up in the treehouse! Once you've beaten Starfox, try collecting the Gold Medals on all the planets. When this is accomplished, you'll be awarded with a few options. A Music player, the tank vehicle in VS. mode, and an Extra game in which Fox mimics his father and wears his sunglasses at night. Beat the Extra game which is the same 15 planets at a slightly faster pace with more enemies, and at a higher difficulty. So high, that one hit causes your wing to break. Acquire all Gold Medals in the Extra game and you've won a peachy title screen and the actual characters in the VS. Mode! Whoopee!

StarFox 64 ends



Listen up people, this here's Chief Hambleton, commandeering the Question and Answer section. After a hard day's carnage, there's nothing I like better than sitting down to read a little mail. And this is where you come in; MegaFan needs your thoughts, topics for discussion, opinions, questions, artwork, your best game times, wish-lists and any other interesting matter! There's a **GAME OF YOUR CHOICE*** for the best letter! Scribble something down and send it pronto, ya hear?

Dear Q&A,

Is there something wrong with the PlayStation? Several of my friends were complaining that the FMV movies and sound skipped constantly, even on a new game. I dismissed it at first, thinking that they just didn't take care of their games. I even tried their games on my PlayStation and they worked fine. A few days ago, my PlayStation started acting up. Movies are now playing extremely choppy and music either skips or struggles and then doesn't play at all. This shocks me because I take excellent care of all my stuff. My CDs are all flawless and the PlayStation looks like it was bought yesterday. Is there some sort of problem with the PlayStation that Sony isn't telling us? Have the staff at GameFan and MegaFan experienced similar problems? And light you could shed on this subject would be greatly appreciated.

Jeremy Burgess
J.Burgess@m.cc.utah.edu

CH: You say your PlayStation looks like it was bought yesterday; well, if it is actually a year old or less and you still have the correct documentation, the manufacturer's warranty should cover it; check your retailer for further details. Failing that, try phoning Sony's customer care line (1-800-345-7669); they can solve any minor technical problems you have with your machine. Regarding the particular problem mentioned; yes, MegaFan staff have experienced problems of skipping sound and CG cinematics, and this is almost certainly due to overheating (as we have the tendency to leave PlayStations running for hours on end!). The remedy? Not much I'm afraid; PlayStations that start to skip continue to worsen until they give up playing completely... but there is a way to prevent such a catastrophe; play your games for no longer than an hour at a time, and then take a fifteen minute break (with the PlayStation unplugged).

Those hardcore gamers who simply laugh in the face of such a plan, require long exposure to PlayStation gaming and finally end up with a skipping PlayStation should try placing their PlayStation over onto the lid after the game loads (or even standing it on its side!); this seems to solve skipping... for a while. Finally, those with a spare screwdriver and no regard for their warranty and/or personal safety should do what Waka did; dismantle your PlayStation, remove the heat shield (er... a large metal plate) and fit a mini fan inside the unit! However, we'd NEVER recommend that sort of action; it could all end in disaster!

Dear Q&A,

1) Is it true that Tekken 4 is coming out for the PlayStation 2 (or black PlayStation, white PlayStation or regular PlayStation - pick your choice!), and when?

2) Will there really be a Saturn 2 version of Virtua Fighter 4? Give me information on this game!

3) Do you think Midway will make money if they release Mortal Kombat 5 for the PlayStation and Nintendo 64? Will there be such a game next year?

4) Why does Namco keep making new Tekkens every year? For example; Tekken (1995), Tekken 2 (1996), Tekken 3 (1997), Tekken 4

(1998), and maybe Tekken 5 (1999). Boy, Namco must like the PlayStation!
Lindsey Davis III
Maywood, IL

CH: A freak worm-hole in the space-time continuum was obviously responsible for this missive. Unfortunately, I can only answer the questions for the year 1997, but I'll do my best...

1) Tekken 4... hmmm. As development on Tekken 3 for the PlayStation has only just started (Namco are hoping for a Christmas 1997 or early 1998 home release), I can only speculate on the fabled Tekken 4. It is 75 years after the third Iron Fist Tournament. Heihachi is 151 years old, but ready to defend his zaibatsu to the last... again. Sony have talked about the PlayStation 2, but nothing is concrete yet. The 'black' PlayStation is a development system used by programmers. The 'white' PlayStation is a unit for Asia only. Hey, what about that 'blue' PlayStation?! That's my favorite!

2) Okay! Here's all the Virtua Fighter 4 information I have. None! It hasn't even been announced yet! And neither has the Saturn 2! Are you crazy?

3) Undoubtedly. But then, Mortal Kombat 4 hasn't been released yet, so I wouldn't hold your breath for MK 5. Perhaps it will appear... in 1999!! I'd rather get excited about Mortal Kombat Mythologies, myself...

4) Er... nurse, the screens!

Dear Q&A,

Street Fighter 3 has finally been released and it is one of the best games I've ever played. I like the new path that Capcom took by choosing all-new characters, except for Ken and Ryu.

There's the problem. Why didn't they also replace Ken and Ryu? I mean, come on now, anybody who can't use them by now is an idiot. They are exactly the same in all the Street Fighters which results in monotonous gameplay. Maybe it wouldn't be so bad if they were toned down, but no, they've actually been improved upon again. By having no air blocks, people can use these characters very cheaply and it angers me to see that Capcom isn't aware of this. They're the only characters in the game that have projectiles (Oro's stupid bubble doesn't count). Again, this gives them an unfair advantage.

In my opinion, it should not be a sequel if someone who's never played a game before can pick an old character and dominate the arcade by using the same tactics as before. These two characters totally offset the balance of the other characters in the game. Other than that problem, hats off to

Capcom for making the best arcade game in a long time.

Matt Puskar, PA

CH: The mighty Ryu-san and Kenneth were kept in the game for two main reasons. First of all, the storyline demanded it. Secondly, if you think of Street Fighter, you think of Ryu first, then Ken second. The two characters are synonymous with the game itself, have been in every version of the game. Street Fighter without Ryu and Ken is like the X-Files without Scully and Mulder; the two biggest stars! Although Ryu and Ken aren't our favorite fighters (current tournament players choose any of the new cast... er, except Elena), they're definitely powerful dudes; but the main way to defeat these 'Old School' characters is learn the tactics of the newcomers. Yun and Yang are particular favorites, and they go up very well against these two veterans. Anyway, what do the rest of you think? Ban Ryu and Ken? Or learn to live with them? Over to you!

Dear Q&A,

I'm a fan of RPGs, and that's the reason I'm writing. I'm so fed up with all these RPGs on the PlayStation and Sega Saturn, but not on the Nintendo 64. Why did they have to make FFXIII on the PlayStation? I'm starting to go mad waiting for the FF series to be on the Nintendo 64 (or some other game like Chrono Trigger), so will there be a FF game on the Nintendo 64 (or at least, another good RPG)? If so, please send me a list of all of them.

Finally, should I get rid of my Nintendo 64 for a PlayStation (as it has loads of RPGs)?
James (the Raygun) Deever,
Topek, KS

CH: Square chose the PlayStation because, according to them, their vision of the Final Fantasy series couldn't be done justice on the memory constraints imposed by cartridges. FFXIII on the Nintendo 64 would mean no FMV and less textures and backgrounds (apparently), so Square opted for the Sony route. Er... and of course, Sony may have paid them a huge great stack of cash for the move as well (er allegedly).

Well, Mr. Raygun, for a RPG fan, you've certainly made an interesting purchase; you've gone for a system totally devoid of RPGs! Looking down my release of N64 titles, I see... erm... er... Zelda and Mother (both with no concrete release dates I'm afraid)! Even so, these aren't your traditional Wild Arms-type affair; they're more action-orientated like Super Mario 64. The only 'traditional' RPG announced (aside from Namco's RPG which we know nothing about) is Imagineer's El Tale - scheduled for a late 1997 release... in Japan!

So... there's no traditional top-down wanderings for the Nintendo 64 until at least 1998... James, I'd personally hang onto your Nintendo 64 for the moment (there's some great games from other genres on the way!), but definitely consider a PlayStation... especially after our MegaFan strategies!

Your thoughts and opinions are very welcome!
Please send your letters to:

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I'll return to my bulging sack next issue.
Until then...



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AMEG2

TAMAGOTCHI



I bet you're wondering what this page is doing in your new, shiny, economy-sized strategy magazine, seeing as how there's very little strategy here. Well... uh... I don't have the answer for you either, but we thought Tamagotchis were cool, so enjoy this page and shut up, OK?

Now that introductions are out of the way... If you've never seen a Tamagotchi, many of you are probably wondering "Hey! What's this fruity pastel-colored layout? What are these ridiculous little blobs with eyes?" Leave it to the master

2•Skoopz to provide you with the answer: Tamagotchis are little space pods that house a living, breathing, virtual pet! OK, OK, so they are just a collection of pixels on a tiny dot-matrix screen... but we can pretend, right??

Your Tamagotchi will require constant

attention - be prepared to spend hours playing

with, feeding, cleaning up after, and generally just taking care of your Tamagotchi.

Doesn't sound like your thing? That's what many of us here at MegaFan thought... until we tried it. Know this: In Japan, Tamagotchi is incredibly popular with all ages and both sexes - many a businessman has been embarrassed at a board meeting when his Tamagotchi started beeping away at him! (I forgot to tell you about that; Tamagotchi beeps madly when it needs something.)

Bandai's wacky new first series (White, Green, Yellow, Pink, Purple, and the sought-after Translucent Blue) of Tamagotchi in the US is available

at all fine toy stores. You gotta reckonize the power! - 2•Skoopz



Babytchi's

Kiratchi's

Adulttchi's

	Tamago It all begins here: After five minutes, Tamago will hatch into Babytchi!
	Babytchi Babytchi requires constant attention... have an hour to spare, at least.
	Marutchi After a little while, Babytchi will become Marutchi.
	Tamatchi If you treat your Marutchi right, in 2-3 days it will become Tamatchi.
	Kuchitamatchi If you treat your Marutchi just OK, in 2-3 days it will become Kuchitamatchi.
	Mametchi In 4-5 days your Tamagotchi will grow up. Mametchi is the #1 Adulttchi.
	Ginjirotchi If you treat your pet well, but aren't a maniac, you'll likely get Ginjirotchi.
	Masukutchi Masukutchi is a mid-level Tamagotchi. It wakes up and goes to bed late.
	Kuchipatchi Kuchipatchi is also mid-level. It's considered to be the main character.
	Tarakotchi Tarakotchi is weak and selfish. If you treat your pet badly, this is what you get.
	Nyorotchi Nyorotchi is the most sickly Tamagotchi... it won't live very long.

General Tamagotchi Raising Tips

- Snacks are not good. When Tamagotchi is hungry, feed it meals. However, Snacks are an easy, quick way to make Tamagotchi happy if you have no time to play the game. One snack adds two ounces of weight, though, so be sure to play the game later to work off the weight.
- Don't wait for Tamagotchi to ask for what it wants. Check on it constantly - every 15 to 30 minutes if possible.
- Check on Tamagotchi as

- soon as it beeps. If it refuses to play or eat, discipline it.
- The time before Tamagotchi's bedtime is critical. Make absolutely sure it's full, happy and clean, because at night you have no control.
- If Tamagotchi gets sick, bust out straight syringe action. But don't give it shots for no reason!
- Whatever you do, never, never, never leave the light on when Tamagotchi sleeps...



Tamagotchi in Japan: Sheer Madness!

The original Tamagotchi was first released in Japan in late '96, where it promptly started a craze. In February, when "Shinshu Hakken!! (New Species Discovered!!) Tamagotchi" came out, the lines stretched for blocks. Bandai expects the same to happen when "Umi de Hakken!! (Discovered in the Ocean!!) Tamagotchi," "Mori de Hakken!! (Discovered in the Forest!!) Tamagotchi" and "Tenshitchi no Tamagotchi (Angel's Tamagotchi)" are released in the coming months. Bandai is also releasing a GameBoy version, "Game de Hakken!! (Discovered in a Game!!) Tamagotchi," in July, and a cellular phone with built-in Tamagotchi functions called "Tamapitchi." Japan gets lots of Tamagotchi merchandise, too, ranging from "image" music CDs, stuffed animals, pens, notebooks and the like to the candy, strategy guide and, er, underwear shown here.



Original Tamagotchi



Shinshu Hakken!! Tamagotchi



Mori de Hakken!! Tamagotchi



Tenshitchi no Tamagotchi



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Nintendo 64 Titles

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- Body Harvest
- Buggle Boogie
- Dual Heroes
- Go Go Troublemakers
- Goemon5
- Holy Magic Century
- Kirby's Air Ride
- Mother 3
- Rev Limit
- Robotech
- Sonic Wings
- Sumo 64
- Yoshi's Island 64
- Zelda 64
- VR Golf



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- Tobal 2
- Final Fantasy Tactics
- Samurai (R.P.G.)
- Brigandine
- Armored Core
- Ghost in the Shell
- Saga Frontier
- Tales of Destiny
- Gundam (Battle Master)
- Zero Divide 2
- Mad Stalker
- Dragon Ball GT
- Ace Combat 2
- S.F. Collection
- XMen vs. S.Fighter
- Metal Gear



Saturn Titles

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- Macross
- Wakuwaku 7
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Game Cave has chosen SquareSoft as "The Company of the Month". Since the release of "RAD RACER" SquareSofts very first title, gamers have continually been amazed by the ingenious creations from the masters of brilliant games. Square further proves their unparalleled skill with the release of Saga Frontier, square's colossal sequel to Romancing Saga # 3. Call Now to order any of Game Cave's amazing Square Soft products !

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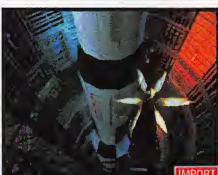
BLADE AND BARREL Nintendo's first attempt at a 3D sim shooter with a 4 player option is a success. Apocalypse Now revisited on the Nintendo 64. **KILL! CALL**

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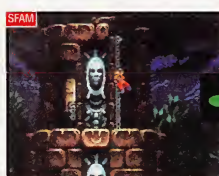
DUAL HEROES Hudson takes time away from Bomberman, to bring you quite possible the most visually impressive fighter of our time. **CALL!**



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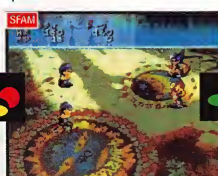
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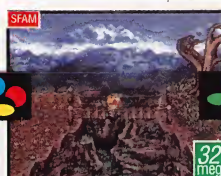
ROMANCING SAGA 3 The prelude to Square's up and coming epic RPG: Saga Frontier, still remains in the elite group of historic SFAM RPGs. **\$69.95**



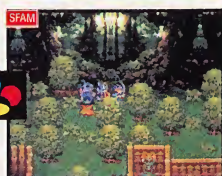
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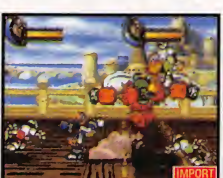
WAKU WAKU 7 This animated comical fighter is perfect psychotic brilliance. \$79.95



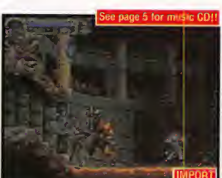
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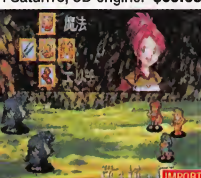
Sega Saturn Software



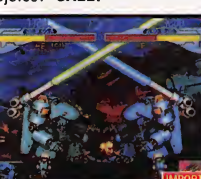
X-THIRD The Saturn's been blessed with Takara's all new fighting masterpiece. Free movement, polished combo system and gothic theme all make for a titillating package. **\$69.95**



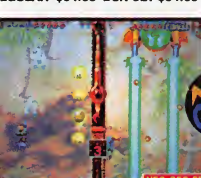
KEY TARGET The direct port of the mind-boggling arcade machine hits the Saturn. This game will make you think twice about your negative comments on Saturn's, 3D engine. **\$69.95**



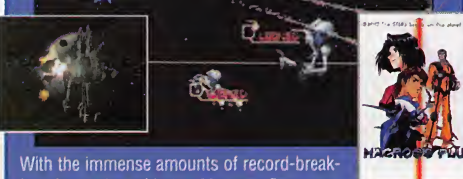
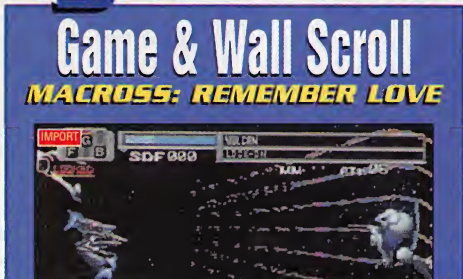
LUNAR MAGICAL SCHOOL From the world of Lunar comes yet another RPG extravaganza. Lunar fans rejoice! **CALL!**



CYBERBOTS Capcom throws Zero G into Full Metal Madness right in our face with their version of Street Fighter mechanization. **REGULAR \$64.95 BOX SET \$84.95**



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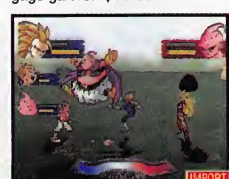
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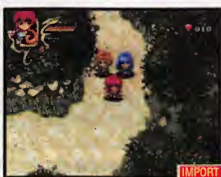
WAKU WAKU 7 Sun Soft steals the show with this one. 1,000 times better with unparalleled animation and gadgetry gags galore. **\$69.95**



DRAGON BALL Z LEGENDS In your idle time until the release of Dragon Ball Z GT, give the next best thing a shot, millions of others have. **\$64.95**



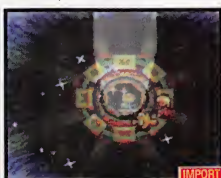
FATAL FURY REAL BOUT SPECIAL The return of the Bogard family and friends is absolute insanity. Enhanced backdrops and added character animations make this a winner. **\$69.95**



MAGIC KNIGHT RAYEARTH All hand-drawn art and special effects not yet seen on the Saturn, with a musical score straight from the anime. Passing up this title would be a mistake. **CALL NOW! \$69.95**



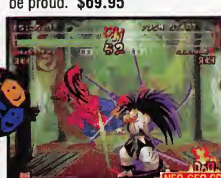
SHINING THE HOLY ARK The genius individuals of the Sonic team in Japan decided to create a 3D corridor RPG like no other. **\$64.95**



CHAOS SEED With what appears to be a battle engine similar to Chrono Trigger, Chaos Seed should provide us with long hours of RPG bliss. **\$69.95**



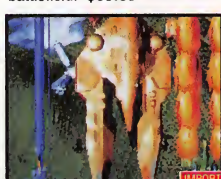
BAROQUE And you thought Kowloon's Gate was weird. Welcome to Baroque, the most surrealistic game ever produced. Dali and Giger would be proud. **\$69.95**



SAMURAI SHODOWN 4 An absolute @*&#!? blood bath. All followers of the Samurai series must own this 4th installment. **\$54.95**



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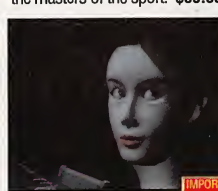
MARIA This Christmas a visitor is coming. Be warned, Maria has over 4 different personalities. **PREBOOK NOW!**



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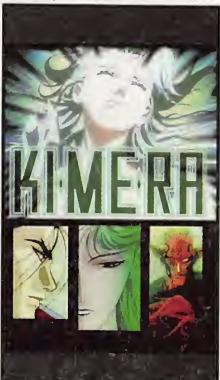
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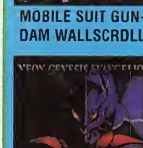
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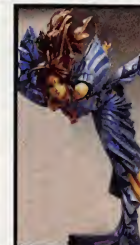
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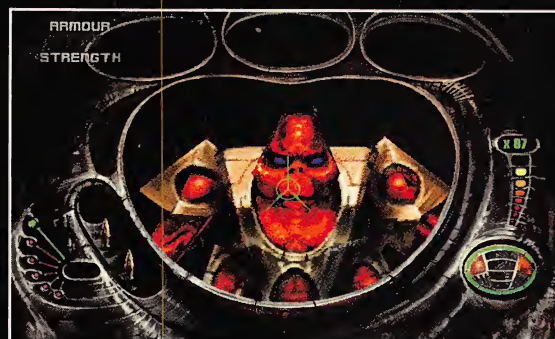
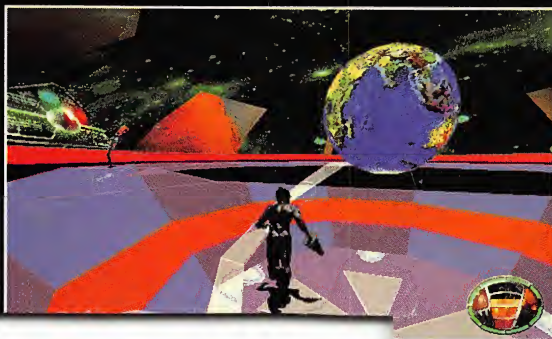
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